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October, 1994

Volume 7, Issue 10



COMING FOR 3DO

STREET
FIGHTER II
TURBO

FIRST PIX INSIDE!

NUMBER

63

IF YOU DON'T HAVE EYES IN THE BACK

YOU'RE ALL ALONE
IN A SPACE COLONY.
EXCEPT FOR THE
HUNDREDS OF KILLERS
WAITING TO GUN YOU
DOWN LIKE A DOG.



THEY'RE IN FRONT
OF YOU, IN BACK OF
YOU, TO YOUR LEFT,
TO YOUR RIGHT.

BASICALLY,
YOUR CHANCES
ARE PATHETIC.



THE KEY TO SURVIVAL?

SHOOT THE
LIVING SHOT OUT OF
EVERYTHING IN SIGHT.
THEN COLLECT MORE
WEAPONS OFF THE WARM
DEAD BODIES.



OF YOUR HEAD, YOU'RE DEAD MEAT.

SHOTGUNS, HAND GUNS,
LASERGUNS, GRENADES,
FLAMETHROWERS,
ROCKET LAUNCHERS...

IT HELPS IF YOU'RE
RUTHLESS.

IF YOU AREN'T,
YOU'RE DEAD MEAT.



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EGM!



**HANDSOME FIGHTERS
NEVER LOSE!**



A scene from the upcoming Street Fighter II movie

EGM!

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PERIODICAL**

October, 1994

Volume 7, Issue 10

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Audit Bureau of Circulations

INSERT COIN

MAKING A STATEMENT

I've received hundreds of letters about my column last month, and an equal number of theories on what I would be talking about in this issue. For those of you who may have missed the last installment of Insert Coin, I defended the position of our reviewing staff and their recent decision to give the latest Street Fighter game a less than perfect score.

While everyone has a different opinion of what elements band together to create good and bad playing experiences, I think it should be noted that *EGM* has ALWAYS, from its inception, put the reader first in this department. Even a casual perusal of other gaming magazines will illustrate the fact that the magazine you now hold has consistently, from its inception, provided the most critical appraisals of new game products—no matter which company produces them. In selecting those games that we review (even the largest video game magazine does have space limitations) it has always been our goal to specifically focus on those games that have high profile licenses that will attract consumers (and those games that deliver the goods), as well as those games which display extraordinary qualities but, for lack of a license or recognizable name, fail to attract the attention of players. The four-person reviewing system that *EGM* established on these shores has always presented the most unbiased forum for true game analysis. That explains why the reviews in *EGM* are used by people throughout the video game industry as a barometer of quality and will never be compromised.

That's not to say companies don't try.

Over the six-year history of *EGM*, several large game publishers have attempted to pressure the magazine into compromising its integrity by withholding advertising support in response to a fair review which unfortunately does not heap praise on their products. This type of stance has cost *EGM* more than \$500,000 in revenue, but no amount of money can buy back lost integrity. The guiding principle of this publication is that it is written for the reader, and it is this principle that has made *EGM* the biggest, most widely read, and most respected magazine in the video game industry.

Which gets us to the reason for this month's *Insert Coin*. When Capcom learned that they were receiving a less-than-perfect score for their latest repackaging of essentially the same game, they also tried to influence the readers of *EGM* by no longer supporting the magazine with ad information on upcoming game releases. According to Joe Morici, the head of marketing at Capcom, this action was taken to make a statement. Although I have thought long and hard, a game was taken to make a statement. Although I have thought long and hard, the only statement that I feel Capcom has made is that they don't have confidence in their products. Turning their back on the most savvy group of gaming enthusiasts, the readers of *EGM*, is the only response they could muster—even though I personally contacted Joe Morici for his opinion on the situation. Instead, he was unavailable and passed his policies off on another Capcom employee who apparently, from her lack of comment, embraced the same opinion.

Despite Capcom's position, however, *EGM* will continue to provide the first coverage of all of their products. Just because Capcom doesn't see any value in communicating with you, that doesn't mean that *EGM*, *EGM*, and all Sendai magazines aren't still written for the reader.

Steve Harris
Publisher

EGM!

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THIS NOVEMBER... IT BEGINS.

SNES GENESIS SEGA CD

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favorite recliner.

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won't wear out your thumb.

SG PROPAD6

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opposition on your
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now you can jump, punch, kick and
slam...with the press of one button!

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EGM!

OCTOBER / 1994 / VOLUME 8 / ISSUE 10 / NUMBER 63

120

THE 3DO AND SUPER STREET FIGHTER II: TURBO—A DEADLY COMBINATION COMING SOON!

It's not just another Super Street Fighter game—it's the ultimate Super Street Fighter II: Turbo. The 3DO has developed an awesome rendition of this mega-hit. In the Next Wave section, our exclusive pictures show how close the 3DO can come to giving true arcade-quality games. Let's not forget Samurai Shodown! The coin-eating monster for the Neo-Geo system is also on its way to the 3DO. We bet you can't tell them apart!



GAMERS WILL GET JUNGLE FEVER OVER DONKEY KONG COUNTRY!

130

Get ready to go bananas, gamers. The King of the Nintendo jungle smashes into this issue of *EGM*. We gave this big monkey four chest-smacking pages dedicated to explore every dark aspect of the game plus introduce his crazy sidekick friends.

136

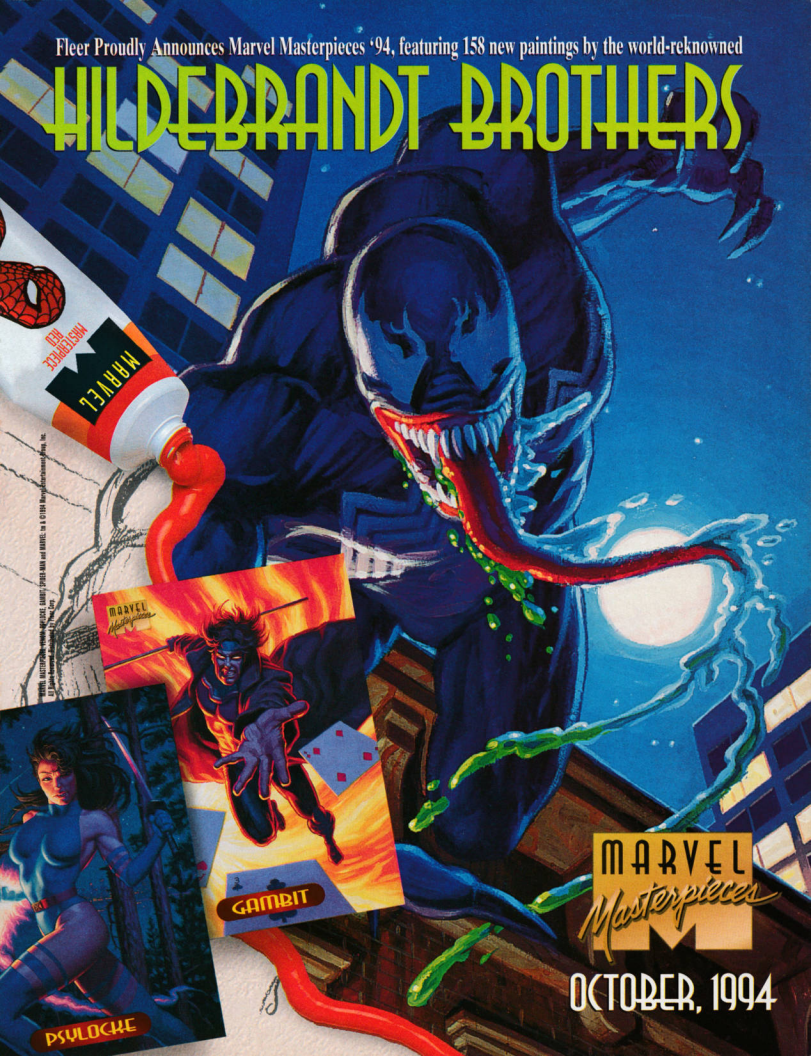
THE 64-BIT JAGUAR WILL MAKE KITTENS OUT OF THE OTHER SYSTEMS WITH ITS HOT, NEW GAMES!

Wondering if the Jaguar can stand up to the 16-Bit systems? Well, have no fear because this beast of a machine roars! *EGM* previews some of the hot, soon-to-be-completed games for this system, including Kasumi Ninja, Checkered Flag, Brutal Sports Football, Iron Soldier, and many more. You won't be disappointed, gamers!



Fleer Proudly Announces Marvel Masterpieces '94, featuring 158 new paintings by the world-renowned

HILDEBRANDT BROTHERS



MARVEL
Masterpieces

OCTOBER, 1994

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CONTENTS

GAMES DIRECTORY

AD&D Slayer	214	Maximum Carnage	32
Aggress. of Kombal	3,110-11	Metal Morph	188
Al Unser, Jr.'s	148	M. Andreth's Indy Car	149
Alvin Soldier	77	Mickey Mouse	112
Anemaniacs	176-77	Mortal Kombal II	32-42
Axis & Allies	42	NBA Live '95	144
Baltz	38,204	NCAA Football	152
Barbie's Vacation Adv.	112	NHL '95	154
Battle Cross	84	Need for Speed	162
Battle Frenzy	200-01	Operation Wolf 3	72
Battle Robot Legend	90	Panic	34
Beavis & Butt-head	42	Panic in Nakayoshi Park	90
Body Slam	222	PGA Tour Golf	151
Boxers	3,102-83	Poppy's Beach Volley	80
Brainies	112	Puggly	104
Brutal	102	Radical Rex	180-81
Bubble Bobble	42, 226	Red '94	164
Burn: Cycle	218-19	Road Rash	158
Burn Soldier	216	Rock 'N' Roll Racing	106
Carrier Aces	116	Ruin Arm	84
Champ. Soccer '94	156	Sakur Moon S	92
Championship TE	104	Samurai Shodown	3,113,153
Contra: Hardcores	34	Samurai Shodown II	70
Corps Killer	110	Shadow Warriors	118
Crazy Chase	34	Shaq-Fu	186-87
Creme Patrol	114	Shining Force CD	94-96
Daffy Duck	104	Slam City	156
Daytona's Racing	242	Sonic Spinball	104
Demon's Crest	3,184-89	Space Pirates	114
Dien's Traffic Panic	88	Sporkster	34-42
Double Dragon V	102, 104	Star Control II	38
Discula	102	Star Trek	228
Dream Basket	77	Star Trek: TNG	100
Earthworm Jim	34,38	Star Wars Chess	206
ESPN Nat. Hockey	153	Station Invasion	120
Fatal Fury II	106	Street Racer	146-47
Final Fantasy III	2,110,172	Stunt Race FX	106
Fire Fighting	83	Super Pitfall	184-85
Full Throttle	116	Super RBI Baseball	143
Ghoul Patrol	194-95	Super Return of the Jedi	32
Global Champion	68	SSF2	102, 120
Goonem 3	76	Tachan, King of Jungle	80
Gun	88	Tetris 2	24
Great 1,000 Mile Rally	82	Thunder in Paradise	114
Guardian Wars	212	Toride	80
Hot Blooded Family	90	UFO Hero Yakuza	82
Hybrid Wrestler	94	Ultima Black Gate	190
Indiana Jones	178-79	Vampire	202-03
Inter. Tour Tennis	156	Virtual Bart	3,174-75
John Madden Football	100	Virus Fighter	242
Jungle Book	106	Vortex	32
Jurassic Park II	122	Whisper Country Club	188
King of Fighters '94	208-09	Wild Gunz	34
Lethal Enforcers 2	3,186-87	Wild Snake	192
Li Divil	48	Wolfenstein 3-D	38,106
Lode Runner	86	World Heroes 2	104
Madden '95	150	Yogi Bear	104
Mad Dog II: Lost Gold	72,114		

DEPARTMENTS

INTRO TO EGM!

INSERT COIN

INTERFACE: LETTERS TO THE EDITOR

REVIEW CREW

EGM'S HOT TOP TENS

GAMING GOSSIP

PRESS START

ARCADE ACTION

INTERNATIONAL OUTLOOK

TRICKS OF THE TRADE

NEXT WAVE

SPECIAL FEATURE

CONTESTS (KONAMI AND EA)

TEAM EGM

LIFESTYLES

AD INDEX

LAST MINUTE UPDATE

4,5

6

14-24

28-42

46,48

52

56-62

66-72

76-95

98-106

110-122

126-140

139,166-67

142-164

230-233

234

242

FACT FILES



SUPER NES TIMES

With all the scary monsters creeping around after dark this Halloween, it's better to stay inside and play the

coolest new Super NES games like Animanics, Wild Snake, Super Pitfall, Bonkers, and Virtual Bart!

168-195



PLANET 3DO

Combat evil for a beautiful goddess!

212-216



CD-i ACTION

Waste everybody in Body Slam.

218-222



CLUB GAME BOY

Become a portable samurai.

224



NEO-GEO CHALLENGE

Fight fiercely in Aggressors of Dark Kombat.

208-211



SUPER GEAR

Explore bold, new worlds in Star Trek!

226-228





W h o s a y s l i f e i s f a i r ?

The wait is over. Final Fantasy^{III} is here and it's fair to say that it'll blow you out of your shorts. The critics at *EGM* report, "This huge 24-Meg cart boasts some of the most amazing graphics ever. The soundtrack is better than anything we've ever heard before." And *Die Hard Game Fan* writes, "I kneel in reverence to the brilliance shown by the programmers at Square." [**SQUARESOFT**] Go ahead, give your SNES the ultimate Fantasy. Coming October '94.

SUPER Nintendo



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FINAL FANTASY III

INTERFACE

LETTERS TO THE EDITOR

This is that section in the mag where we respond to your comments. Akuma Matata—it means “don’t worry, it’ll be quick.” We can’t respond to every letter we receive here (too voluminous!), but we can print some of the best ones. Even if you do include a self-addressed stamped envelope, we can’t respond to you. Subscription problems, etc. aren’t handled by the Interface column, so please call that handy 800 number if you’ve got a problem! You’ve created a monster, you know that, Ian D. Cyber Boy, hi!!! To everyone who has written in, thank you for making my summer! May the Sequel Storm live...

SEND YOUR LETTERS TO...

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Lombard, Illinois 60148



LETTER OF THE MONTH!

RISKY BUSINESS

How do companies like Acclaim, Capcom, Virgin Games, EA Sports, etc. know if new games they make will be liked or not? If they don't sell, how can they take losing the money it cost them to make these games? If possible, please send and/or print the addresses of any video game companies that you can find.

Brian Eng
Hamilton, Ontario, Canada

(Ed. Companies usually do market tests to see if certain games have the interest to keep on developing them. The companies you mention make games that have already proven themselves in the market. Acclaim's *Mortal Kombat II* didn't need any market testing, because of course it's suitable for the market. Sometimes market testing goes too far, and a company will not release a game because of its results. Some of these games are ones that gamers really want to see [*Dragonball*, etc.]. Since today's video game companies rely too much on these tests, we'll be missing some great games. If they lose money on the games, then they'll stop developing titles. Let's make up a scenario here. You're the head of a new video game company. You've surrounded yourself with the best video game programmers in the industry, and you're ready to



How do companies know that a game from overseas will be successful in the States?

start your first game. Of course, you feel a need to test market because you're not sure if the game you have will be a hit. It's the same for porting over a Japanese game. If the big companies are telling you that they won't sell, of course you're going to stay away from any imports. If companies do take the risk to release a Japanese game here, they make changes, like the voices, the *Story Mode* is taken out, etc., to make it "fit" the American audience. Video game companies wonder why imports are such a hot market! But if you do want a Japanese game to be released here, the best thing to do is to write the companies, Sega, Nintendo, etc. Their addresses are in instruction manuals.

COMING TO AMERICA?

I'm always on the lookout for new action/RPGs on the Genesis (such as *Landstalker*), so I was wondering if you had any info on a few that had caught my eye. The first one is a game called *Ragnacenty*, which you previewed in issue #56. Will this game be brought over to U.S. shores anytime soon? Another game I was wondering about is one you previewed in the August issue, called *The Story of Thor*. Will Sega be bringing this one to the U.S.? I was also wondering if Sega was planning on a sequel to



Crusade of Senti (Japan's *Ragnacenty*) will be coming to the U.S., but not from Sega.

Landstalker. Thank you for your time and I hope you can answer my questions.

Chris Carter
Fl. Worth, TX

(Ed. You may just be in luck on one of your questions. *Ragnacenty* will be coming to the U.S., but not under Sega's banner. It's undergone a name change. Now it will be known in the U.S. as *Crusade of Senti*. As for *Story of Thor*, it's not likely that it will make it here, at least not this year. Same goes for a sequel to *Landstalker*. Undoubtedly, we'll see it in Japan first, as with all other RPGs. So, keep looking in *International Outlook* in EGM and EGM+ for more info.)

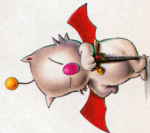


WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new *Dual Turbo Wireless Remote System*.



It doesn't seem



fair does it?

STICKING WITH SEGA

When the new systems come out, like the Saturn and 32X, will games be available for rental? I don't want to go to a store and buy a game I think is cool and find out it stinks. Could you also tell me when these two systems are coming out and which would be the better system to buy? I really want to stick with Sega so I doubt I will buy a PlayStation or Project Reality. When the Saturn does come out, will they keep making lots of games for the Genesis, Sega CD, and the 32X? One last thing, what is the difference between the 32X and the Saturn if they are both 32-Bit?

Junior
Milwaukee, WI



The only place to find Street Fighter II for \$26 is across the sea in Japan.

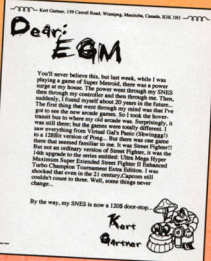
(Ed. Like anything else, it will take a while for the new systems to collect a large enough library of games in order for rental stores to devote shelf space to them. Look at how long it took for the Sega CD to show up on rental store shelves. The 32X will appear this November, and the Saturn, well, even Sega doesn't know [they won't tell if they do]. The better of the two will be up to you when you see the games. If the others have impressive games at their launch, you'll be less interested in waiting for Sega to get the Saturn out. While the 32X does use some of the same chips that the Saturn will use, that doesn't mean that the 32X is the Saturn or vice versa. The difference is that the 32X is cheaper, it hooks on to your existing Genesis system, and it can still play Genesis and Sega CD games when it's on top of your Genesis. They may both be 32-Bit, but the 32X is 32-Bit working off of the Genesis.)

LETTER OF THE MONTH!

The craziness of our readers never seems to stop! There's been a multitude of "psycho" readers sending in their scribbles! This one, literally! But, if you think you're particularly crazy, write us a letter in your worst case of psychosis! We read it, print it if we like it, and send an EGM-T-Shirt!!!

Dear EGM:

You'll never believe this, but last week while I was playing a game of Super Metroid, there was a power surge at my house. The power went through my Super NES, through my controller, and then through me. Suddenly, I found myself about 20 years in the future ... The first thing that went through my mind was that I've got to see the new arcade games. So I took the hover-transit bus to where my old arcade was. Surprisingly, it was still there; but the games were totally different. I saw everything from Virtual Gai's Panic (Shwinging!) to a 128-Bit version of Pong. But there was one game there that seemed familiar to me. It was Street Fighter!! But not an ordinary version of Street Fighter, it was the 14th upgrade to the series entitled: Ultra Mega Hyper Maximum Super Extended Street Fighter II Enhanced Turbo Champion Tournament Extra Edition. I was shocked that even in the 21st century, Capcom still couldn't count to three. Some things never change ... By the way, my Super NES is now a \$120 door-stop!



Rip Van Winkle lives ... under the alias of Kert Gartner of Winnipeg, Manitoba, Canada! Now that he's a seasoned time-traveler (and got back to 1994 somehow to send this letter), he'll be happy to receive his EGM T-Shirt. Virtual?

SEAL OF APPROVAL

The other day I was looking at some of my old comics when I spotted an ad for Pac-Man on the 8-Bit NES by Tengen. I noticed that the game had a Nintendo seal of approval on it! In another comic I saw another Tengen ad that had pictures of Pac-Man and some other games, but this time the games did not have a seal of approval. What happened?

Also in your June issue, Quartermann said that Nintendo and Tengen had settled their differences. Does this mean that Tengen is now a Nintendo licensee? I sincerely hope so.

Amjid Qureshi
Winnipeg, Manitoba, Canada

(Ed. Ah, yes, the Tengen/Nintendo skirmish. It's correct that now Tengen can produce games for Nintendo's system under their own label, but Tengen has recently been grouped with a bunch of other companies to form Time Warner Interactive. The first ad you saw with Pac-Man having a seal of approval was correct, the first few productions of the cartridges did have Nintendo's seal. After the Tetris battle, Nintendo yanked their approval from all of Tengen's games, and

some copies of the NES Pac-Man cartridge carry Tengen's own quality seal. Tengen also ported over some of the Sega Master System's hits after Nintendo yanked their seal. Games like Shinobi, Alien Syndrome, After Burner, and a few others came out [not Phantasy Star though, DARN!]. By the way, the Tengen copy of Tetris is worth quite a bit of money. And some think that it blows away Nintendo's NES version.)

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Communicate with EGM instantaneously! Yes, you can send electronic mail to us if you have a computer and an on-line service.

-American Online, Delphi, Internet & most others:

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IT'S THE GAMES, MAN!

Let me start out by saying I love your magazine. I get it every month. Lately I've been unhappy. About seven months ago I purchased a Super Nintendo. I've been happy with it until about the last two or three months. Let's face it—in a year or maybe less, the two major 16-Bit video game systems (Super Nintendo and Genesis) will be gone or close to gone. Also the NeoGeo could be close to gone because it's not a CD-based system. CD-based systems are taking over because of capabilities. Who cares what a system can do? Most people buy a system because they like the games that can be played on it. They don't care if a system can move millions of trillions of polygons or anything per second. The old Atari 2600 was successful and not because of

capabilities. The regular Nintendo did not become popular for its capabilities. Both of those systems (Atari 2600 and Nintendo) did not become popular for what they could do. They became popular because they had what people wanted. Another thing is that new systems cost way too much. Why pay \$400 some odd dollars for a 3DO when they could stop making games for it weeks after you buy it? The Atari 2600 sold for about \$49.95, and the Nintendo sold for about \$99.99. If a 3DO or a Jaguar sold for the price of the Atari 2600 or the Nintendo I would get it in a minute. If video game manufacturers want to be successful, just design systems and games that appeal to what the public wants at a good price. Don't just focus on what the system can do. What do you think?

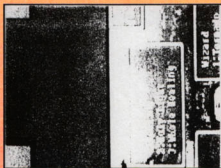
Tony Piechoki
Beecher, IL

(Ed. I would have to agree with you. I think that companies nowadays choose to do a CD system, and then fall back on full-motion games to save themselves when they see that the system isn't doing as well as they had planned. But systems can still be successful without CD capabilities. For instance, it takes a long time to develop a CD game, while cartridge systems don't take as long. This could mean the life or death of a system—it's in the games. Lately, people have been asking for us to elaborate on specs of these new systems, and maybe they should pay attention to your views. You're wrong on the prices. The Atari 2600 did sell for that price, at one time. At the beginning of its life, it was over \$100 easily. Same for the NES, although the NES was released at a time when video game systems weren't supposed to be released, so anything above that price probably wouldn't have sold as well. It won't matter, at least at first, which machine has a CD drive, because it'll take a while for developers to learn the programming.)

Dynamite Headdy
(Sega/Genesis)

BAD PHOTOCOPY CONTEST!

A great feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

Game gets gore back

Bowing to competitive pressure and customer preferences, **Nintendo of America Inc.** says it will release a new version of the controversial video game "**Mortal Kombat**," containing all the graphic violence and gore that the company excised from the original version.

Could it be? **Mortal Kombat** re-released with blood? No!

REVENGE OF MORTAL KOMBAT

Enclosed with this letter is a clipping that I took from my local newspaper. I called Nintendo about it and they said they didn't know anything about it. Do you know anything about this? If it is true will Nintendo have some sort of way to compensate the people who bought the original version of MK?

Chris Capasso
Inverness, FL

(Ed. Your local newspaper is right, but they've misled you. It is true that 'a new version of Mortal Kombat' will be released, but that new version is MKII. When I spoke to Acclaim, they said that there are no plans at this time to re-release Mortal Kombat with the blood and fatalities intact, or a Game Genie-type device that would strap onto the bottom of the existing cartridge.)

SHOCK THE MONKEY

I've been reading a lot about Donkey Kong Country lately. The game looks fantastic, but what's even more amazing is that there is no special chip in the cartridge, like StarFox. The Super NES hardware is responsible for those great graphics. But don't forget the game's developers. They deserve a lot of credit for producing such an awesome game.

My question is, are there anymore games that use this new technology? I sure hope this doesn't turn out like StarFox. You know, a great game is released that uses new technology, but we end up waiting over a year to see another game that uses the technology again.

Faisal Ali
Pasadena, TX

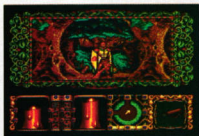
(Ed. So far, we don't know of any that will use the same graphics as DK Country. If Country sells as well as Nintendo thinks it will, then of course there will be another game using the technology. As for what that game will be, who knows. You can bet it'll be really good. Maybe Nintendo realized polygons don't cut it.)

A once peaceful land has gone stark raving mad.



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things to do with your
quarters after you've
got our games:



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2 They make
great shades
(no UV rays at all.)



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a **scale model**
of Elvis.
(that's his dimple.)



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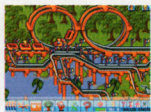
it's gonna be
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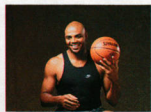
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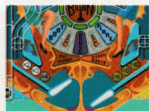
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LET GAMES

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

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The What If...Boy Chad Hulet, League City, TX

...Capcom made a Street Fighter II All-Stars (game)?

Matt Garcia, Marietta, GA

...the people from Golden Axe cut down the Mana tree and used it for firewood?

Brian Brennan, Devon, PA

...Goro and Kintaro took up pinky wrestling?

Nathan Casey, La Crescenta, CA

...someone found a code for O.J. Simpson on NBA Jam?

Brin Buss, Franklin, WI

...Michael Jackson and Lisa Marie were hiding in the Living Forest?!

Joe Pezzello, Cornwall, NY

...Yoshi ate Mario?

John A. Armstead, Forestburgh, NY

...Yoshi got lost in Jurassic Park?

Steven Sowinski, El Mirage, AZ

...Sushi-X gave up video games and took up chess?

Jeremy Bean, Rockwell City, IA

...Scorpion worked on a farm and herded cattle with his spear?

Adam Mullin, Fayetteville, AR

...Sub-Zero quit fighting and got a job as an Ice sculptor?

Jennifer Szwczuk, Hamburg, NY

Send your 'What If's' to:

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Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

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• Atari's Lynx

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REVIEW CREW

25 GAMES REVIEWED!!!

Earthworm Jim, Final Fantasy III, Crazy Chase, Wild Guns, Maximum Carnage, Vortex, Mortal Kombat II, Super Return of the Jedi, Samurai Shodown, Tetris 2, Virtual Bart, Sparkster, Demon's Crest, Bonkers, Lil' Devil, Axis & Allies, Star Control II, Wolfenstein 3-D, Aggressors of Dark Combat, Bubble Bobble, Panic, Balz, Contra: Hardcorps, Beavis & Butt-head, Lethal Enforcers 2

MEET THE REVIEW CREW!



ED SEMRAD

Ed is already setting up traps around his house to keep the trick-or-treaters away. Baiting the lawn with the latest issues of EGM can certainly keep 'em at bay.

Current Favorite Games:
FF3, 32-X Star Wars



DANYON CARPENTER

It's been real tough lately getting Dano to do anything at all. Star Control II has been soaking up so much of his time. We're surprised he hasn't bought a 3DO. Or has he?

Current Favorite Games:
Final Fantasy III, Star Control II.



AL MANUEL

Al's been nodding off at his computer once again ever since he plugged in Final Fantasy III. Can a man go a week without sleeping? Only with the power of an RPG.

Current Favorite Games:
FF 3; NBA Jam SNES; Super Metroid.



SUSHI-X

For Halloween, Sushi is locking into a new ninja uniform—something more sinister. Be on your guard for a tougher trick-or-treater coming this October.

Current Favorite Games:
Super Jedi, FF III, Darkstalkers



MIKE WEIGAND

Major Mike has been taking up Tetris 2 and getting revenge on Al for all the times he beat Major's Cammy in Super Street Fighter II. 'Palme de Tigre!'

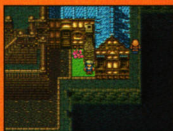
Current Favorite Games:
King of the Fighters '94; Sparkster; ADK.

GAME OF THE MONTH

Super NES Squaresoft

Final Fantasy III

RPG	October
Levels: N/A	24 Meg



ED SEMRAD

Never before have I seen a game with this much depth and detail. Few RPGs can hope to have the emotional draw this one has. The graphics and sounds blow away all other RPGs. This is the new standard. The Mode 7 scenes are pretty cool, albeit a little pixelized. If you've ever wanted an epic story and lots of hidden things to find, Final Fantasy III is a must. It's almost a 10. It's going to be near impossible to top this...

DANYON CARPENTER

Forget every other RPG out there. Square has produced a killer RPG that few companies will ever be able to match. FF III has everything—stunning graphics, incredible music, and so many twists and turns to the plot that you could just play this forever, and heck, why not? The interface is superb, and you really do get involved with the game. Welcome to the new standard of role-playing games, folks.

AL MANUEL

Square can do no wrong with this game! Final Fantasy III is quite possibly the best role-playing game I have ever played! From beginning to end, the game's intricate and involving story line will keep RPG fans playing this from hours on end. With its 24-Megs of music, FF III boasts some of the most beautiful graphics and music in any video game. It's gonna be tough to beat this game out for RPG of the year!

SUSHI-X

If you don't already get the picture, this is THE RPG to get. If you're a fan of the genre, you'll die for it. If you've never played one, it will draw you in. What makes it so special? From the movie-like intro to the beautifully woven story it is as good as it gets! It's not just all cerebral—there are awesome tunes accompanying the story and the graphics are great. If you don't get the hint... get this game!

"...Spike McFang is the *man!*" Game Players Magazine,

June 1994 **"Editor's Choice – Gold!"** Electronic Gaming Monthly,

June 1994 **"Spike McFang is the *man!*"** Game Pro Magazine,

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UP BEING THE BEST
RPG OF THE YEAR."
**GAME PLAYERS-
MAY '94**

MAJOR MIKE'S GAME ROUNDUP

Maximum Carnage Acclaim/Super NES

Spider-Man just doesn't have it in this one—the graphics are sloppy (like the kicks and punches), and the control is adequate at best. The cameos by other super-heroes are cool, but can't make up for the other poor elements.

5 5 5 5 5
ED DANO AL SUSHI MIKE

Virtual Bart Acclaim/Super NES

Hey, why not an adaptation of the Simpson's Arcade Game? This one just plain misses the mark. The control is awful (like on the dinosaur stage), the stages unappealing, and the whole thing seems rushed.

7 5 4 4 4
ED DANO AL SUSHI MIKE

Bonkers Capcom/Super NES

Another good Disney entry from Capcom that isn't quite as good as the others (like the Mickey Mouse games). Nevertheless, Bonkers has cartoon-like graphics, decent control, but the sound is a little subtle.

7 6 7 7 7
ED DANO AL SUSHI MIKE

Vortex Electro Brain/Super NES

An interesting concept for fans of the "simulator"-type flight games. Being able to change into different vehicles is a good option, and the levels are very challenging. The pace may be slow, nevertheless a unique game.

7 8 4 5 6
ED DANO AL SUSHI MIKE

Super Return of the Jedi JVC/Super NES

The latest installment in the Star Wars saga is more like Jedi in that you can't just run through the levels. You will definitely have to take your time and carefully move through the levels. Excellent graphics and nice Mode 7.

9 7 7 9 8
ED DANO AL SUSHI MIKE

Super NES	Acclaim
Mortal Kombat II	
Fighting	Release: Now
Levels: N/A	24 Meg



This is the version of Mortal Kombat II to get. It plays very well ... well, perhaps a little bit looser than the arcade. It looks almost the same, and a lot of the sounds are here. The hits sometimes sound annoying, but it's a small price to pay. All the secrets you could want are here, except for Reptile's floor move in the Armory. I'm surprised at how well this one plays. All my combos worked. That won't do for me...

MK II fans can finally shut up. Their game is here and what an excellent translation it is. It plays great. All the combos are here plus the graphics and sounds are right on par. ... well, most of the sounds anyway. Acclaim really wanted the game to be the best it could be and their persistence has paid off in a big way. The added Tournament Mode is a welcome addition that can really get your thumbs cramped up.

There will be much rejoicing among fighting game aficionados. Mortal Kombat II for the Super NES is as close to the arcade as it's gonna get. This near-perfect translation has all the elements that made the coin-op such a smash hit. The graphics are super awesome. The sounds and digitized speech have all been faithfully replicated. Put in a cool Group Battle Mode and you've got a "must-buy" cartridge.

Let's just say after the first translation I wasn't expecting them to be able to pull it off. With more characters, and moves how could they do it. Well, they did! This is an excellent reproduction that truly is "as close to the arcade as the hardware would allow." All the moves and little nuances are here to make you feel right at home. Graphics and sounds are excellent. The big thing though, it plays very well!

Super NES	Capcom
Demon's Crest	
Action	October
Levels: N/A	16 Meg



Demon's Crest will probably be one of those sleeper games, similar to how the Game Boy Gargoyles's Quest was. The graphics are beautiful, and the game play is top-notch. When you get the different forms, you have to go into a subscreen, which interrupts the action a little. The audio is very well done and is good at setting the mood. You would do well to try this one out—you might be surprised.

Capcom's not hyping this one. What's up with that? Demon's Crest will prove to be a good game for Capcom for many reasons. It has some of the most detailed graphics seen in an action game, plus Demon's Crest has a bit of an RPG quest flair for those looking for more than a boring old side scroller. The mysterious nature of the game really draws you closer to the action. Those Bosses are HUGE!

Capcom has delivered the goods with Demon's Crest! I don't think I have to go over how great the graphics are and how the background music and sound effects are super cool! And what about the awesome game play? We've come to expect all that from Capcom. What I didn't expect was how big the game is. I love the fact that there are multiple endings. The different attacks are great too! I like this game!

That pesky little gargoyle hits the big time with Capcom's Demon's Crest. It seems they can do no wrong as this is another hit on par with Mega Man X. The graphics are very good and the sounds are eerie and catchy. There is a lot of game play and technique. However, the only drawback for me was the control took getting used to and seemed to get a bit frustrating trying to hover at different levels. Still a big hit!

Genesis	Acclaim
Mortal Kombat II	
Fighting	Release: Now
Levels: N/A	24 Meg



Mortal Kombat II for the Genesis looks a lot better compared to the first game, and the control is about the same. The graphics, however, are also improved. The sounds could have been added in, though. Only a few sounds are really there. I miss when Raiden roars, and everything is muffled. For me this was a good conversion, but also check out the other versions. It is a great game nevertheless.

Despite the obvious color and sound limitations of the Genesis, Mortal Kombat II comes off in an excellent way because it has the strongest factor going for it: play control. The great control really helps to offset the lack of voices and the strange sound effect choices. Overall, this version will no doubt keep Genesis owners happy. But sorry guys, now you aren't the only ones to get the blood and guts action like before.

Genesis owners will have much to cheer about with one of the most highly anticipated games of the year. Mortal Kombat II is nearly identical to the arcade in every respect. Remember, I said nearly. Although the graphics are good, they are slightly inferior to the Super NES. The same goes with the music, sound effects, speech, and game play. Overall, this is probably the best fighting game for the Genesis.

You have to face some of the limitations of the Genesis. If you do, you'll have to admit that MK II is a great translation. If you compare it to the Super NES, sure it isn't quite as detailed or colorful, but it is good nonetheless. Play control is a bit lighter on this platform but controls will enough to get some heated battles going. Genesis owners should check it out, it is definitely one of the best fighting games for the system.

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MAJOR MIKE'S GAME ROUNDUP

Crazy Chase

Kemco/Super NES

A unique perspective "racing" game, where you must race against a bomb fuse and collect several items along the way. There could be a few more continues, as this one requires a lot of skill and technique, but the various antics and animations (especially on Kidd's enemy) are incredibly lifelike and make this one of the better games around.

8 7 8 7 8
ED GANO AL SUSHI MIKE

Sparkster

Konami/Super NES

The best Konami game in recent months puts them back to form: this one has all the company's trademark elements: huge levels, gigantic Bosses, outstanding graphics and excellent music. There is plenty of technique to learn and you won't master this in one sitting. The shooter level is also a really nice touch and just adds to the variety.

8 8 8 8 9
ED GANO AL SUSHI MIKE

Wild Guns

Natsume/Super NES

One of the best shoot 'em-ups for the Super NES system! The two-player simultaneous play, and very challenging levels, make this one a real blast. It seems to go by a bit too fast (and is very reminiscent of the Neo arcade shooter Nain '75), but that is more a tribute to how good the game is. This is a choice of quailifiers.

8 8 8 8 8
ED GANO AL SUSHI MIKE

Tetris 2

Nintendo/Super NES

You've all played the 8-bit (and every other portable) version, now here comes more of the same on the 16-bit platform. If you were a fan of the first one, then this one will definitely please. This time there are more backgrounds (some of them pretty damn good). The two player is an absolute addictive blast and will keep a man playing all night!

9 8 8 7 8
ED GANO AL SUSHI MIKE

EDITORS' CHOICE GOLD EDITORS' CHOICE GOLD EDITORS' CHOICE GOLD

Genesis

Konami

Contra Hard Corps

Action	Release: Now
Levels: N/A	16 Meg



I've always been a fan of Contra. I even bought the arcade version of Contra, and Super Protobrotor. The first level area is really good, but a little too difficult. The cheap hits are everywhere, so it could be frustrating for some players. I like all the special effects used, and Konami has really outdone themselves this time. If you're into guns, don't miss this great shooter! I guarantee you won't put it down for hours.

For those in the know, the name Contra invokes thoughts of all-out action and excitement, and that's exactly what you're treated to. However, all that action leads to some serious confusion, because there's so much stuff flying around that it's easy to get hit by hidden bullets. Anyway, the game uses incredible special effects to the extreme which make it cool. On the down side, the game's hard difficulty will make it rough.

Contra heads into a new direction in the Genesis version of the classic military shooter. I like having to choose between four new characters and the weapons are very cool. The graphics and special effect are done well and the music gets you totally into the action. On the down side, I thought there were too many Mid-Bosses and not enough real enemies. It's also really difficult. Overall, a good game.

Not quite the same juice as the original Contra, but this is a tough game to test your skills. Four characters with different weapon sets keep you guessing. The graphics and sounds are good as is the control. The levels are rather simple and there seems to be an abundance of Mid-Bosses. The game is rather pattern-orientated and can get frustrating being so tough. If you have a pal, go two players for a better time.

Genesis

Playmates

Earthworm Jim

Action	Release: Now
Levels: N/A	24 Meg



Earthworm Jim is one of the best action games I've seen all year. I love the warped jokes and visual effects in this game. There's a number of cheap hits, but any true gamer should be able to beat it with practice. It's always a challenge. The graphics and sounds have every little detail to them. It plays great, and the diversity of techniques is nice. This game was made by a gamer, and it shows.

This game just kicks @\$\$ in every way, shape, and form! EWJ is simply the coolest character to arrive in a long time. The game has perfect control, awesome voices and a long, fun quest. The humor really sets EWJ apart from the rest. The levels are all unique, especially the bungee jump. Too cool! Earthworm Jim gets my vote as the coolest character and hottest action game of the year. What more can I say?

Awesome! Absolutely incredible! Earthworm Jim is one of the best platform games I have played this year. This game is loaded with more than just great graphics, fantastic sound, and awesome game play. I totally loved the originality put into the game, especially with the cow-launching. Hysterical! The character mannerisms and animation have to be seen to be believed! It's a total riot! This is one hot game!

What an unlikely hero to make such a big hit. This little worm is larger than life (sort of like James Carrey)! Just the animations of the character alone are incredible enough for anyone to be drawn to it like a moth to a flame. But it doesn't stop there, the graphics and sounds complement the cool character. There are big levels with different types of scenes to keep you entertained. Simply put—this game is smokin'!

Sega CD

Data East

Panic

Puzzle	Release: N/A
Levels: N/A	CD-ROM



Panic is not much of a game, rather it's a series of visual gags. It's fun to watch all the hilarious things going on, and a lot of it is downright twisted. The graphics and animation are top-notch, and most players will take note. Panic is meant for an older crowd perhaps, though almost anyone will enjoy the bizarre scenes. The replay value is good, because no one can see all the jokes in one sitting. You should try it.

With the real downfall of Sega CD games lately, it's nice to see originality with Panic. Although a real game is practically nonexistent, you get some serious laughs out of the hilarious skits that occur. Unfortunately, the fun quickly wears away after you've seen these animations a few times. In other words, you can get bored with it way too quickly. Also, if you bought the Mega Mouse, now you can finally use it with a game.

Panic has a strange concept that is very welcome as far as originality goes. I like the cartoon-like graphics and the CD music was whimsical. The idea of how you must save the world is pretty cool and so original it hurt! It's full of cute and sick humor—the latter always a big plus. The problem is it got boring pretty fast. I lost interest and just wanted to get to the end without really playing. It's good for passing time.

This is a very unique type of game that involves a lot of guessing. Basically all you're doing is sitting back and pressing buttons to proceed to the next scene. Yet, the humorous reactions and sound that respond to the buttons are quite entertaining. I must admit that it can get repetitive and somewhat boring after a while since there is really no skill involved. However, for a relaxing game it can help pass the time.

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An insider's look at 16-bit Sports brought to you by Nintendo

Nintendo

SEGA

FINAL

THE SCORE ON 16 BIT SPORTS GAMES

TOTAL SPORTS GAMES		SNES	GENESIS
SUPER NES	117	16 BIT	8 BIT
GENESIS	74	SOUND	64
		SCREEN COLORS	256

THE GREEN FLAG

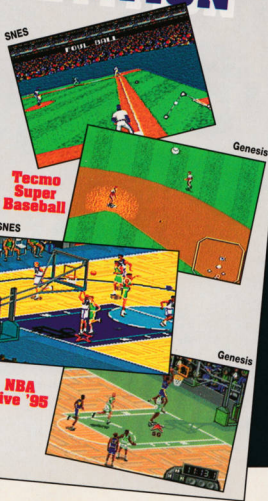
Back in the early days of 16-bit gaming, Sega of America made the claim of sports superiority, and they were right. Early games like *John Madden Football* from EA Sports were designed for the Genesis and were later adapted to the Super NES without making use of the technical capabilities of Nintendo's 16-bit system. It was like taking the paddle out of a canoe and trying to use it on a hydro plane. But once developers realized what they could achieve by using the Super NES' custom graphics processors, a new generation of sports games quickly redefined what a sports video game could be. Super NES sports games are now technically advanced, more realistic, and there's more of them. And where's Sega? Let's just say that they're somewhere without a paddle.

Nigel Mansell's World Championship, SNES



HEAD-TO-HEAD COMPETITION

Many games from sports software leaders like EA Sports, Acclaim, Sony, Accolade and Tecmo are now custom designed for both 16-bit game systems. Even when the screen perspective and play characteristics are the same, the larger number of colors on the Super NES, its Mode 7 capabilities and its superior sound processor allow for more realism in the Super NES versions. The differences are dramatic in some titles, like Tecmo's new *Tecmo Super Baseball*. The Super NES version gives you a unique, rotating fielder's point of view that is missing from the Genesis game. The simple fact is that you get more with most Super NES sports games—more color, more sound, more realism.



SUPER NES EXCLUSIVES



The most realistic sports games available are found only on the Super NES. Why? It's not just a matter of licenses. The name on the box doesn't put fun in the game. The reason that Super NES sports games play more like the real game, look more like the real game and sound more like the real game is due to the custom hardware inside the Super NES control deck. The Super NES' two graphics processors contain special graphics modes including Mode 7 which allows for the easy manipulation of objects in a 3-D environment. Sports take place in three

dimensions, not two. The Super NES's ability to rotate perspective and scale objects lets designers create realistic fields, courts, race tracks and even mountain slopes. Imagination is the only limitation. The Genesis, on the other hand, is limited because it doesn't have the custom graphics processors or a 16-bit sound processor, which means that Genesis sports games simply can't compete on a level playing field with Super NES games. They're behind from the very start.

Tommy Moe's Winter Extreme



NHL Stanley Cup



Box Scores

Nintendo holds the edge on sports titles.

Nintendo Sega

Baseball 15	Baseball 7
Football 15	Football 12
B-ball 10	B-ball 8
Hockey 7	Hockey 4
Soccer 11	Soccer 5
Racing 27	Racing 13
Golf 9	Golf 6
Boxing 4	Boxing 4
Other 19	Other 15

Total 117 **Total 74**

Figures taken from Spring issues of Nintendo Power Game Pak Directory and Sega Soft Newz. (Does not include future sports titles.)

SUPER NES 3-D ROTATION & SCALING



When Nintendo's NCAA Basketball took to the court in 1992, the radical behind-the-player perspective "KO'd" the competition and the critics. No one had ever seen such a realistic video game. The perspective produced the closest experience to actually playing the sport. Since then, Super NES sports games have explored many new arenas of realistic sports action—arenas where Genesis titles have never gone.

MAJOR MIKE'S GAME ROUNDUP

Earthworm Jim Playmates/Super NES

Earthworm Jim is a totally unique character, with plenty of animations and unique characteristics, plus this game milks them for all they're worth (along with a few inside jokes). The levels are huge and extremely challenging, with hilarious Bosses and other assorted enemies. Only gripe: there could be a few more continu-
Launch that cow!

8 9 9 8 8
ED DANO AL SUSHI MIKE

Samurai Shodown Takara/Super NES

A very earnest home version of the arcade smash that stays pretty faithful to the original material. Obviously, some will be disappointed because the scaling isn't in this version, and the characters could be a little bigger. But for an adaptation of a Neo-Geo title, this one does a very good job. The Timed Fight Mode is a good option.

8 8 7 6 8
ED DANO AL SUSHI MIKE

MAR-93

Balaz Accolade/Genesis

Balaz has a unique perspective on the fighting field (like Virtua Fighters), but I found some of the moves difficult to pull-off at times. The fighters were interesting, with their various taunts and other poses, and the whole idea is innovative, but in the end it just never really came together for me. It is an interesting variation on the fighting theme, though.

8 7 5 5 6
ED DANO AL SUSHI MIKE

MAR-93

Lethal Enforcers 2: Gunfighters Konami/Genesis

This Justifier-compatible title takes the plot of the first game and drops it in the Old West. Basically, it's more aim-the-gun-and-shoot, with a two-player option that comes very close to the arcade version. This sequel is a little more difficult than the first one, with challenging Bosses and plenty of different weapons.

7 6 5 6 7
ED DANO AL SUSHI MIKE

Neo-Geo	ADK
Aggressors of Dark Kombat	
Fighting	Release: Now
Levels: N/A	178 Meg



At first glance, I'd give the game a 2 and walk away, but I sat down and forced myself to play it. It's actually **good**! The way Aggressors plays is very unique. The moves are easy to get off, and there's a lot of technique involved. The finishing moves are really funny, and can sometimes be a real **life-saver**. The graphics look choppy at first, but you'll get used to it. Overall, I really liked it. Not incredible, but fun.

This looked like a cheesy fighting clone at first; but once I played the game, it grew on me and I ended up liking it. The graphics are good, the animations could be better, but those combo moves are devastating! I found myself saying "Ouch" every time I got hit! The characters themselves aren't anything to write home about, but it plays very well. The "Crazy" moves add humor to this decent game.

Aggressors of Dark Kombat is a good head-to-head fighting game. The fighting perspective is not limited to **one plane**. It's cool because you can move around like in Final Fight and still be able to use joystick and button combinations. Very cool! I also like it for its humor content. The special moves are great combo moves and the "Crazy" moves are a total riot. I just wish the animation was better, though.

Okay, so it isn't MK II, but don't judge a book by its cover. From a glance the simple animations may seem like it has nothing to offer. Wrong! There are several innovations for a fighting game like picking up and throwing weapons, a full 3-D fighting field, and simple moves that do multi-hit combos. It's also the first Neo game with fatalities. It may not be a tough fighting game, but it is fun to play if you give it a chance.

300	Crystal Dynamics
Star Control II	
RPG/Shooter	Release: Now
Levels: N/A	CD-ROM



This game is truly awesome. The graphics and sound are absolutely superb. Humor and adventure abound in each encounter with strange new races and worlds. Some of the alien races are difficult to understand, but the animations given them are unbeatable. The **melee** scenes are excellent, with **each ship** having its own captain, as well as its own weapons and defenses. This is a must-have 3DO game! Excellent!

The 3DO certainly needs a game like Star Control II. This game has it all: intriguing plot that constantly twists around, an excellent Melee Mode for blasting the heck out of an opponent, and what has to be the best soundtrack I've ever heard! The only real drawback is that the voices Crystal Dynamics chose for the aliens can be a little hard to understand, but that just adds to the mystery. In a nutshell, this game rocks!

I'm not really a strategy RPG player at all, but Star Control II caught my eye with its highly-detailed graphics. Because it was CD, the sound and music were incredible. Another good thing about the game is it was easy to get into. The moment I picked up the controller, I got used to the fundamentals of the game. The Versus Mode is also a cool feature. This is a solid buy for the 3DO.

Surprisingly I like this version! I've seen the PC version, but this 3DO import blows it out of the water. The enhanced graphics really caught my eye. Of course the CD-quality sounds are definitely a plus for standards. Even though the sounds were great, it was hard listening to the other aliens trying to speak in English. The Versus Mode is still kept intact. If you love the PC version, you'll love this game.

Jaguar	Atari
Wolfenstein 3-D	
Shooter	Release: Now
Levels: N/A	N/A Meg



I used to play Wolfenstein 3-D all the time, and this is the smoothest scrolling one of all. The audio is surprisingly good for being a Jaguar game. My biggest complaint is how fast the game scrolls by. I like fast games, but the game play is hurt in this case. If you own a Jag, by all means get it. **You won't** be disappointed. The effect of Wolfenstein has worn off a bit, but it's still an enjoyable game.

Yes, it has been done before on other platforms, but not this good. Everything has been kept intact from the PC version. The graphics are top-notch and the sounds are of exceptional quality. The only real complaint is that it scrolls way too fast. This can screw up your accuracy when you are trying to get somewhere, aim, etc. Jaguar owners are bound to go nuts over this good translation.

This Jaguar version of the PC hit is superior in many respects. For one, the graphics are much crisper, which makes it easy to identify enemies from afar plus the music and sound effects have been dramatically improved. I especially like the Automap feature. The only drawback that really hurts this game is that your character moves through the levels way too fast, making it tough for precision aiming.

Either you love this game or you just don't understand why everyone else does. Just like the computer version, it is a simple yet very, very addicting 3-D game. The graphics and sounds aren't super quality, but they aren't what makes the game fun. The scrolling through the halls and feeling of being the hunter or the hunted is exhilarating. This may not be everyone's game, but if you like the style, it's done well.

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SNES



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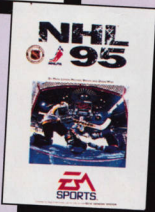
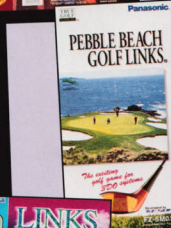
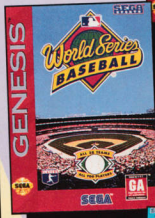
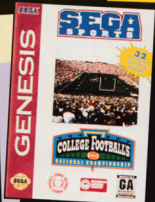
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from Panasonic.

For 3DO.
NHL '95
from Electronic Arts.
For Genesis.

LINKS
from Virgin.
For Sega CD.

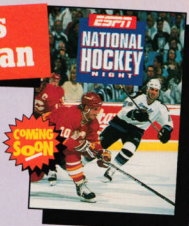
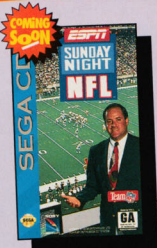
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For Super NES.

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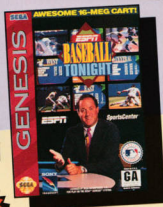
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from Sony Imagesoft.
For Sega CD.

ESPN NATIONAL HOCKEY
NIGHT
from Sony Imagesoft.
For Genesis.

ESPN NBA HANGTIME '95
from Sony Imagesoft.
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ESPN SPEED WORLD
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MAJOR MIKE'S GAME ROUNDUP



Sparkster Konami/Genesis

Given a meaner, leaner look, Sparkster comes off pretty well in this sequel to Rocket Knight Adventures. Some of the attacks are different and take some getting used to (like the new rocket attack), but overall a good action title for the Genesis. It could use a few more colors, and the sound effects are a nice complement to the overall game.

8 7 7 7 7
ED DANO AL SUSHI MIKE



Beavis & Butt-head Viacom/Genesis

For many people, the deciding factor of liking this game or not will probably be if you like the duo and their TV show. If you don't, then this game will definitely not be for you. It does have good graphics and the sound is okay. Not being a fan of the show made this more an endurance test. Fans will probably want to check it out, others beware.

7 5 4 5 5
ED DANO AL SUSHI MIKE

Axis & Allies Philips/CD-i

Axis & Allies has to be one of the more comprehensive and complete wartime simulators ever made. The live-action stock footage and sounds are amazing and make this a game any World War II buff won't want to miss! This one covers everything and you can practically make your own (hypothetical) war scenario.

8 6 6 6 8
ED DANO AL SUSHI MIKE



Mortal Kombat II Acclaim/Game Gear

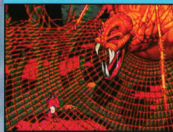
Just like the first one, Mortal Kombat II has eye-popping graphics, and great control—so much so that you won't believe this is a portable. Johnny Cage, Baraka, Rayden, and Kung Lao are missing from this version, but the moves of the present fighters are all easy to execute. Like the other versions, you can't pause this one—START blocks.

7 7 6 7 8
ED DANO AL SUSHI MIKE

CD-i Philips

Lil Divil

Action	Release: N/A
Levels: N/A	CD-ROM



Although the animation looks a little choppy, you'll find a lot to like about Lil Divil. He's the nicest devil since Dizzy, and he's got some great personality quirks. The game play is multifaceted, with different action scenes and puzzles throughout. Even the plot is lighthearted. The graphics are beautiful and the music brings the atmosphere home. Who would've thought that Hades could be this fun? I really like it.

I'll have to say that the opening sequence to the game was great to look at. In fact most of the graphics in Lil Divil are quite good. Still, it plays like a tired PC computer game with mediocre control. The animation was okay, but didn't thrill me. There are role-playing/adventure and fighting action sequences in the game, which gives it some play value. But even though the character is humorous, the appeal wore off.

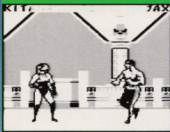
Lil Divil is a really cute game for the CD-i. The cute little demon's humorous antics and animation are really entertaining. This is all due to some of the best graphics anywhere coupled with superb CD stereo sound. There were some things I don't like such as the play control which seemed to lag when I wanted to execute a particular action. This made fighting Bosses very difficult. It still has some entertainment value.

The character is a quiet little guy with some funny animations. The game play is kind of simple and seems to play like a puzzle game where you hunt for objects and use them in certain situations. The cue sounds and main character carried most of the game for me. The action really didn't excite me, but it is fun to see the antics of the little devil as he blunders his way through different puzzles. Fun but not addicting.

Game Boy Acclaim

Mortal Kombat II

Fighting	Release: Now
Levels: N/A	N/A Meg



Surprisingly this games plays great despite being on the Game Boy. The fatalities were easy to do, and I could even knock the other fighters into the ceiling spikes. Since MK II is black-and-white here, it's very difficult to tell the ninjas apart. And why was Raiden removed? One of the other characters should have been removed. Even though only a few backgrounds are here, they are the best ones.

This is probably the best fighting game on the Game Boy, which isn't saying much because there are not many fighting games on this portable. Still, this one plays well. I found myself getting the moves off with hardly any problem with just two buttons. Even so, it's better as a portable game to take along with you, because you won't want to play this on the Super Game Boy. I would get the Super NES version instead.

I really couldn't get into the Game Boy version of Mortal Kombat II for a number of reasons. First off, I think that the small screen and the blurry character movements were a drawback. The graphics, sound, and most importantly, playability took a dive with this version. It was harder to get the special moves off. Plus the absence of four of the characters really hurt it as well. Stick to the game systems.

Well you can't expect too much from the Game Boy when you're talking about a giant Meg game like MK II. There are several of the characters and they do have their special moves and some finishing techniques. It plays ... well like a Game Boy game. It isn't bad considering the format. It has the spike Kombat Tomb and even turnaround kicks. The graphics and sounds are decent. It's average but then again why try?

Game Gear Taito

Bubble Bobble

Action	November
Levels: N/A	2 Meg



Boy, this sure brings back some memories for me. Bubble Bobble is a great game for the Game Gear. It translates well to the small screen, and the graphics are simple enough to keep you from straining your eyes. The game play is very good considering the small screen, though the lizard tends to jump higher than you think. A few of the levels get a little cheap, too. Overall, it's a game that's meant to be fun.

I used to play this game a long time ago and this version is surprisingly faithful to the original! All of the platform fun has been retained and it's portable, too! The Two-player Link-up Option is a good idea to let the second player join in. Although the graphics are simple, it's fun to play and that's what makes a game good. This platform classic may be old, but it's still got the fun to keep you coming back for more.

This game is such a pleasant surprise! What Bubble Bobble doesn't offer in great graphics and super 16-bit sound, it makes up for in a simple concept. It is very reminiscent of the old games when the emphasis was on good game play and fun. Sometimes it's better to just stick to simplicity rather than just pretty graphics. The Link Option is also a big plus for an already good game. It's well done.

I was addicted to the arcade game and mastered it. I have to say they did a very good job on the portable platform. They put in the levels, characters, and power-ups that made the arcade game a classic. The game isn't heavy on sounds but the cue graphics and fun game play make it a top-notch game. With a two-player link you can have even more fun as a tag team. Portable fans should check this out.



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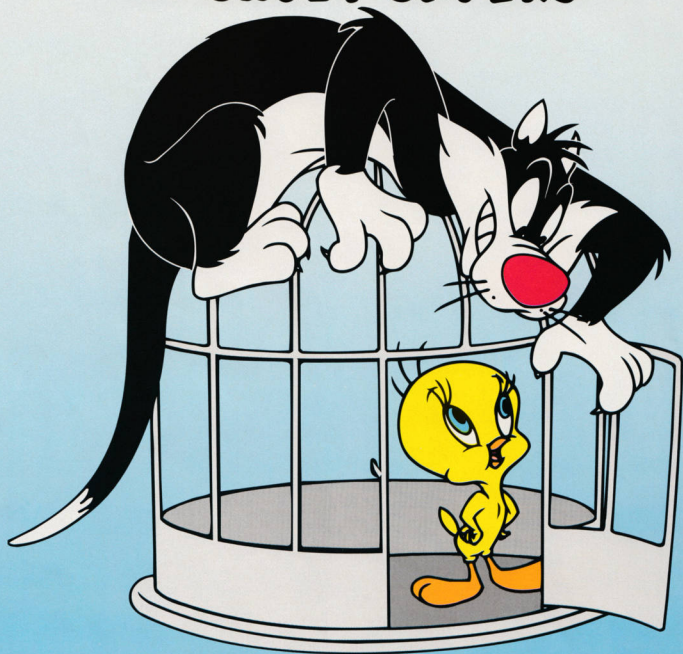
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EGM'S HOT TOP TENS

TOP TEN GROUND BREAKING GAMES

Here are 10 games that set new standards in the video game arena! They range from old favorites to upcoming new releases! For example, Strider was the first 8-Meg cart for the Genesis, and Street Fighter II was the first 16-Meg game for the Super NES! And Donkey Kong Country sports new technology that we'll see more of soon!



#1
DONKEY KONG COUNTRY
NINTENDO/SNES



#2
STARFOX
NINTENDO/SNES



#3
VIRTUA RACING
SEGA/GENESIS



#4
SHERLOCK HOLMES
NEC/DUO



#5
PILOTWINGS
NINTENDO/SNES



#6
SONIC 2
SEGA/GENESIS



#7
STRIDER
SEGA/GENESIS



#8
STREET FIGHTER II
CAPCOM/SNES



#9
RANGER X
SEGA/GENESIS



#10
MISSILE DEFENSE 3-D
SEGA/MASTER SYSTEM

EDITORS' TOP TEN



Back at number one after a week away, Firebrag's in his own adventure from the folks at Capcom!



#1 **DEMON'S CREST / CAPCOM**
SNES 3 Months ▲

#2 **SAMURAI SHODOWN / TAKARA**
SNES 3 Months ▲

#3 **STAR CONTROL II / CRYSTAL DYNAMICS**
3DO 2 Months ▼

#4 **SUPER RETURN OF THE JEDI / JVC**
SNES 1 Month -

#5 **SUPER STREET FIGHTER II / CAPCOM**
SNES 4 Months ▼

#6 **MORTAL KOMBAT II / ACCLAIM**
SNES 2 Months ▼

#7 **WILD GUNS / NATSUME**
SNES 2 Months ▼


#8 **R-TYPE III / JALECO**
SNES 2 Months ▲

#9 **EARTHWORM JIM / PLAYMATES**
SNES 2 Months ▼


#10 **POCKY & ROCKY 2 / NATSUME**
SNES 7 Months ▼


READER'S TOP TEN


Oh boy! Fathom that, Mortal Kombat II is in the number one position! This time all the blood and fatalities will remain intact from the arcade version! Parent's groups and Congress better run for cover, cuz here it comes!


#1 **MORTAL KOMBAT II / SNES**
 Are you prepared for the blood fest to begin?


#2 **MORTAL KOMBAT II / ARCADE**
 Don't expect to see Cage in the third installment of MK.


#3 **MORTAL KOMBAT II / GENESIS**
 Even the Kintaro transformation fatality is here.

#4 **ETERNAL CHAMPIONS / GENESIS**
 The CD version will blow the original away.


#5 **ACTRAISER 2 / SNES**
 Hack, hack, hack your way to lucky pot.

#6 **STREET FIGHTER II / SNES**
 The one that started it all is once again featured.

#7 **MORTAL KOMBAT / SNES**
 The first tame episode in the Kombat saga.

#8 **SUPER STREET FIGHTER II TURBO / ARCADE**
 Still going strong! Where's the home version?

#9 **JOE MONTANA FOOTBALL CD / SEGA CD**
 Sports fans still love this football title.

#10 **SUPER STREET FIGHTER II / SNES**
 Just wait until next issue when Cammy gets revenge!

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Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of August 15, 1994.

3DO

#1	ALONE IN THE DARK/INTERPLAY	1 Month	Δ
#2	SHOCK WAVE/ELECTRONIC ARTS	2 Months	▽
#3	GRIDDRS/TETRAGON	1 Month	Δ
#4	TOTAL ECLIPSE/CRYSTAL DYNAMICS	7 Months	Δ
#5	THE HORDE/CRYSTAL DYNAMICS	5 Months	Δ
#6	JOHN MADDEN NFL '94/EA SPORTS	1 Month	Δ
#7	OUT OF THIS WORLD/INTERPLAY	4 Months	▽
#8	WHO SHOT JOHNNY ROCK?/CRYSTAL DYNAMICS	2 Months	▽
#9	SUPER WING COMMANDER/ELECTRONIC ARTS	5 Months	-
#10	PEBBLE BEACH GOLF LINKS/PANASONIC	1 Month	Δ

SUPER NES

#1	SUPER STREET FIGHTER II/CAPCOM	2 Months	-
#2	BREATH OF FIRE/SQUARE SOFT	1 Month	Δ
#3	KEN RUFFEY, JR. PRESENTS: MAJOR LEAGUE BASEBALL/NINTENDO	5 Months	Δ
#4	FIFA INTERNATIONAL SOCCER/EA SPORTS	3 Months	▽
#5	SECRET OF MANA/SQUARE SOFT	7 Months	Δ
#6	SUPER METROID/NINTENDO	4 Months	-
#7	STUNT RACE FX/NINTENDO	2 Months	▽
#8	MORTAL KOMBAT/ACCLAIM	2 Months	-
#9	LUFIA: FORTRESS OF DOOM/TAITO	8 Months	Δ
#10	NBA JAM/ACCLAIM	6 Months	▽

GENESIS

#1	SUPER STREET FIGHTER II/CAPCOM	2 Months	-
#2	NHL HOCKEY '94/EA SPORTS	11 Months	Δ
#3	WORLD SERIES BASEBALL/SEGA	5 Months	▽
#4	HARDBALL '94/ACCOLADE	2 Months	▽
#5	FIFA INTERNATIONAL SOCCER/EA SPORTS	7 Months	▽
#6	THE INCREDIBLE HULK/U.S. GOLD	1 Month	Δ
#7	STREETS OF RAGE 3/SEGA	1 Month	Δ
#8	JOHN MADDEN NFL '94/EA SPORTS	2 Months	-
#9	NBA SHOWDOWN/EA SPORTS	5 Months	-
#10	MS. PAC-MAN/TENGEN	2 Months	-

SEGA CD

#1	STAR WARS 3-D: REBEL ASSAULT/JVC	2 Months	-
#2	VAY/WORKING DESIGNS	2 Months	-
#3	FORMULA ONE WORLD CHAMPIONSHIP/SEGA	1 Month	Δ
#4	BRUTAL: PAWS OF FURY/GAMETEK	1 Month	Δ
#5	FIFA INTERNATIONAL SOCCER/EA SPORTS	2 Months	▽
#6	HEIMDALL/JVC	2 Months	▽
#7	TOMCAT ALLEY/ACCLAIM	3 Months	▽
#8	MORTAL KOMBAT/ACCLAIM	3 Months	▽
#9	STAR WARS CHESS/THE SOFTWARE TOOLWORKS	2 Months	▽
#10	RISE OF THE DRAGON/SIERRA	5 Months	▽

GAME GEAR

#1	ALADDIN/SEGA	4 Months	-
#2	NBA JAM/ACCLAIM	6 Months	-
#3	X-MEN/SEGA	7 Months	Δ
#4	WORLD CUP USA '94/U.S. GOLD	3 Months	-
#5	MORTAL KOMBAT/ACCLAIM	12 Months	▽
#6	THE JUNGLE BOOK	1 Month	Δ
#7	SONIC CHAOS/SEGA	9 Months	▽
#8	ECCO THE DOLPHIN / SEGA	3 Months	-
#9	THE INCREDIBLE HULK/U.S. GOLD	1 Month	Δ
#10	NBA ACTION STARRING DAVID ROBINSON/SEGA	1 Month	Δ

NUMBER ONE GAME FOR EACH SYSTEM

3DO

Alone In The Dark
Interplay

SUPER NES

Super Street Fighter II
Capcom

GENESIS

Super Street Fighter II
Capcom

SEGA CD

Star Wars 3-D:
Rebel Assault JVC

GAME GEAR

Aladdin
Sega



EGM's HOT TOP TENS

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1. SNES/MORTAL KOMBAT II
2. SNES/ACTRAISER 2
3. SNES/STREET FIGHTER II
4. SNES/MORTAL KOMBAT
5. SNES/SUPER STREET FIGHTER II
6. SNES/STREET FIGHTER II TURBO
7. SNES/CLAY FIGHTER
8. SNES/STARFOX
9. SNES/SUPER METROID
10. SNES/SUPER TECMO BOWL
11. SNES/SUPER EMPIRE STRIKES BACK
12. SNES/SUPER MARIO ALL-STARS
13. SNES/THE JUNGLE BOOK
14. SNES/SUPER STAR WARS
15. SNES/AERO THE ACROBAT
16. SNES/STUNT RACE FX

17. SNES/DEMON'S CREST
18. GENESIS/MORTAL KOMBAT II
19. GENESIS/ INTERNAL CHAMPIONS
20. GENESIS/STREET FIGHTER II CE
21. GENESIS/JURASSIC PARK
22. GENESIS/MORTAL KOMBAT
23. GENESIS/LETHAL ENFORCERS 2
24. GENESIS/STREETS OF RAGE 3
25. GENESIS/SONIC THE HEDGEHOG 3
26. GENESIS/SONIC SPINBALL
27. GENESIS/ CONTRA: HARD CORPS
28. GENESIS/CASTLEVANIA: BLOODLINES
29. SEGA CD/MONTANA FOOTBALL CD
30. SEGA CD/SONIC CD
31. SEGA CD/GROUND ZERO, TEXAS
32. SEGA CD/HEART OF THE ALIEN

33. SEGA CD/SILPHEED
34. SEGA CD/MORTAL KOMBAT CD
35. DUO/STREET FIGHTER II CE
36. DUO/DRACULA X
37. 3DO/CRASH 'N' BURN
38. NEO-GEO/WORLD HEROES 2 JET
39. NEO-GEO/FATAL FURY SPECIAL
40. NEO-GEO/ART OF FIGHTING 2
41. NEO-GEO/KING OF FIGHTERS 94
42. NES/KIRBY'S ADVENTURE
43. NES/MEGA MAN 6
44. GAME GEAR/JURASSIC PARK
45. GAME GEAR/THE INCREDIBLE HULK
46. ARCADE /MORTAL KOMBAT II
47. ARCADE/SUPER STREET FIGHTER II TURBO
48. ARCADE/DARKSTALKERS

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they've got
venom
they've got
teeth
you've got
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SYSTEM WITH 17 MILLION COLORS...
EARLY DEATH FOR EDGE PERIPHERAL...

...Howdy, game fans—the Q is back with more sizzling insider game info. The scorching summer may be coming to a close, but the gossip I've dug up this month should keep things hot all the way to next summer! We'll start with the system barrage coming soon from Sega and get to the juicy dirt from there...This is the big one, kiddies! Hot on the heels of their 32X super system due out next month in the States, Sega is rumored to be planning to strike again next year with—yep, you guessed it—another new system! And we're not talking ringed planets either! The Q-Mann has it from good sources that Sega is hard at work on the SUPER Genesis. Rumor has it that it will be modeled after the existing Genesis 2, but under the hood it will have the 32X hardware built-in! Look for more info on this product next month...Sega has successfully taken us to Saturn, Jupiter (cart-only Saturn), Mars (32X), and now they have their sights set on Venus! Word has it that Venus will be a 16-Bit portable Genesis that will look sort of like the Game Gear and will work very much like the current Mega Jet presently available in Japan. The Q hears the price tag should clock in around \$150 and be available in 1995...

...Look for a six-button controller VERY soon for the 3DO. According to the Q's sources, Panasonic, ASCII, and Capcom are all in a heated race to get to market first with a working six-button for use with Super Street Fighter II Turbo, Samurai Shodown, and a rumored 32-Bit rev of Mortal Kombat...Speaking of MK on 3DO (let's keep the ID of this VIP info on the QT), the Q hears that this version will include full-motion video from the upcoming movie and be used to showcase the 3DO's MPEG capabilities...Did anyone else fall asleep during the middle of *True Lies*? I want to see how Acclaim does those scenes in the home game...The Q is hearing rumors that the Super NES and Genesis may not be getting stellar support from the big guys come '95. Interplay and others have expressed an interest in the 32-Bit platforms, but don't have plans for 16-Bit fare. The times they are a-changin'...

...The 32X is getting some major support across the board from developers and publishers alike. Interplay will bow in with a 32X version of Clay Fighters 2 next spring, while Capcom is expected to hit the 32X scene with the digitized acrobatics of the Street Fighter II Movie arcade game (which is curiously being released by Romstar in arcades), as well as a conversion of their Aliens vs. Predator coin-op. Both should be ready for the second quarter of '95 and are coming courtesy of industry veteran Steve Hanawa...Over at Philips, meanwhile, their CD-i system is looking to pick up a crop of licensed games. The Q hears rumors that they're presently in negotiations with Interplay about Boogerman as well as several other ports. The Q knows that retail is buzzing over a recent road tour that Philips put on, so you may see this machine finally hit its stride...

...At the movies, yours truly has discovered that a number of next summer's big blockbusters have already been soaked up by game companies. In addition to *Batman Forever*, which Acclaim will be putting out in all formats including coin-op to coincide with the movie release, Interplay will hit with *Casper*, and Sega scores with Paramount's *Congo*...Don't tell anyone that I told you, but Interplay and MCA are talking about movie deals based on Interplay games. Boogerman movie deals...One of the first games due out for the upcoming Neo-Geo CD system will be McO'River's *Aerofighters*. After securing the license from SNK, the company snagged the rights to have the game on the upgrade Neo platform which hit Japan on September 9...

...Taito is working on a 32-Bit arcade cartridge-based system and will be unveiling the machine at the AMOA show in San Antonio. In Japan it's being called the Taito F3 package, with a cartridge connected to the main board and a color palette of over 17 million colors. Throw on a 16-Bit CPU dedicated to sound support and some very interesting games such as *Global Champion* (a fighting entry), *Bubble Symphony* (two-player Bubble Bobble sequel), and *Darius III* (another two-player title with some massive shoot-'em-up firepower)...Taito is also making a pair of games for the Neo-Geo arcade system. The first will be *Power Spikes 2*, a volleyball title with a number of options and tournament play...Sources inside AT&T have secretly told the Q-Mann that they have very quietly decided to kill their EDGE peripheral. No details as to why, just that it's now DOA...

...That brings us to the end of this chapter of Gaming Gossip, my Quarter-friends, but yours truly will return with more dirt from inside and out the video game industry next month, including some special info on the Venus system from Sega and Sony's battle plan to take the world by storm with their Play Stating system. Until then, don't lose your joystick no matter how many buttons it has...

- **QUARTERMANN**

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PRESS START

AURA'S INTERACTOR-VR AT ITS VEST

EGM LAB REPORT

VIRTUAL VEST

Ah, Virtual Reality. The dream of many ... a reality for few. You've heard of those head-mounted display VR systems, but those are extremely expensive with prices up to \$1000.

But now, that's all changed. The Interactor from Aura Systems puts

ON THE SUPER NES

First I hooked it up to the Super NES. You'll notice that it wedges against the RF Adapter, which isn't a big thing, although the connector could've been more space-wise.

If you have an S-VHS TV and use Nintendo's S-VHS cord, you can't hook the Interactor up. You have to use the RF Adapter to hook it up to your TV, and the S-VHS port to hook up the Interactor. So, those of you who use the S-VHS cable for stereo sound, you'll have to unplug it.

The second thing is the number of cords. Not one or two, but three cords! One for the AC Adapter, one for the vest to hook into the tuner, and one from the tuner to the audio source. If you're in the heat of a battle in SF2, you might be hindered by the number of cords.

The AC Adapter is *huge*. I normally

have my Super NES, Genesis, and Sega CD hooked into one surge protector. I had to remove the Genesis and Sega CD to use the Interactor with the Super NES and vice versa.

While playing the games, I found it hard to calibrate the Interactor. There's no in-between settings. When trying to filter out punches, it was either no sound, or the music and punches. There's just no way to calibrate it so that you can perfectly filter out music so that it just registers the punches.

ON THE GENESIS...

On the Super NES, many of the games I tried didn't work that well. It seems that my Genesis games benefited from the volume control, in that you can adjust how much sound the Interactor gets.

On the Genesis, it hooked up through the headphone port. It was much easier to connect to the Genesis than the Super NES. It was easier to calibrate. To calibrate the Interactor on the old Genesis, you just put the Genesis' internal volume on five, and then turn the Interactor all the way up.

(continued on page 60)



Strap it on your back and let's go!
Virtual Reality comes home in a big way.

Virtual Reality into the hands of many, for a decent \$100 price tag.

What it does is strap to your back (backpack-style), and transforms sound into vibrations letting you "feel" the game.

The effect is great on some games. On others, it's rather useless. Experiment with the kinds of games you have in your game library.

To test the Interactor, I tried it on my game library. It would seem to me that, if I bought an Interactor, I would have to find uses for it with my own games.

HOW DOES IT STACK UP ON THE GAMES?

SYSTEM	GAME	PERFORMANCE	RATING
Super NES	Super Street Fighter II	Doesn't calibrate well	6 out of 10
Super NES	Stunt Race FX	Works well, feels good	9 out of 10
Super NES	Super Metroid	Calibrates to shots	8 out of 10
Super NES	Super Mario Kart	Difficult to calibrate	7 out of 10
Genesis	ToeJam & Earl	Good bass, decent feel	9 out of 10
Genesis	Sonic the Hedgehog 3	Doesn't enhance	6 out of 10
Genesis	Aladdin	Good bass, good feel	8 out of 10
Genesis	Gunstar Heroes	Garbled, but okay	7 out of 10

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row of a live concert.

It means you'll never listen to your games the same way again.

According to *Electronic Gaming Monthly* magazine, the VIVID 3D "redefines sound as we know it." ★ The VIVID 3D is easy to

hook up to any Nintendo, Sega or

similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (®) sound enhancement technology, the VIVID 3D creates dynamic 3D sound from only 2 speakers. ★ For a store near you, call NuReality at **800-501-8086**. Why just play games, when you can be there? ★ NuReality, 2907 Daimler St. Santa Ana, CA 92705-5810. Telephone: (714) 442-1080, Fax: (714) 852-1059.  **NUREALITY**



* SRS (®) technology won the prestigious "Ultimate" award from *Game Players* magazine in July 1995. © 1994, NuReality. All rights reserved. SRS (®) is a registered trademark of SRS Labs. All product names are trademarks or registered trademarks of their respective holders. G2

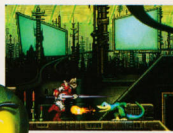
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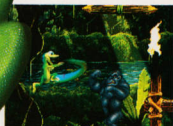
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grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug **guts** to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in this 32-bit battle. But hey, only **wussies** worry about good taste, right?



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3D gecko action. 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Roger Rabbit. (Legal weasels require we be vague.)



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to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost ya' a few coins or so. But you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who CD'd on 70's TV can.

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**CRYSTAL
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BACKPACK VIRTUAL REALITY AT HOME

(continued from page 56)

A VIRTUAL FUTURE?

Aura Systems says that companies have adopted a new system of setting game music on one frequency, and sound effects on another so that games will work better with the Interactor. On *Mortal Kombat II*, you can turn the music off, thus making the Interactor register everything correctly.

I flipped through the instructions to see how to hook two players up. For instance, in order to hook up on two-player fighting games, you need to go out to your favorite electronics store and buy a "Y" cable to split up the signal so that it can go to two Interactors. Great, more cords!

What about movies? I thought after using the Interactor that it would be extremely cool to use it with action

flicks. Explosions and more would certainly be felt with more power than before. But then again, if you've got more than two friends over watching with you, it would be difficult to get three Interactors hooked up to one TV, let alone a power strip.

THE VERDICT?

The Interactor is an innovative machine, no doubt about it. It's certainly more affordable than any other Virtual Reality technology, and it's fun to play with to see what gives the best results. Games haven't been made yet that are tailored specifically to the Interactor's sound requirements. When that happens, I'm sure the Interactor will be better suited.

For \$100, the Interactor is a good value. It provides economy-sized Virtual Reality in a small package.



The Aura Interactor—put it on your back for a wild ride.

However, there are drawbacks. I recommend trying it in your own lab first.

WALKING IN CONTROLLER WONDERLAND

EGM LAB REPORT

HAPP CONTROLS' MULTI-SYSTEM 6

The first is the

The controller dilemma comes up every year. A new fighting game comes out, and you want to get a new controller so you can whip out those special moves like Shang Tsung.

There are a variety of games to choose from this year, and we're going to take some time and list some of the ones you'll see.

Competition Pro Multi-System 6, a pad that can be used on both the Genesis and Super NES through a special controller adapter. It's ergonomically designed so that it fits in the palm of your hand easily. This controller is not easily adaptable to fast and furious fighting games requiring quick movements. The directional control isn't reliable for fast thumb moves. After a few minutes of play, my thumb was aching.

It is a great plus that this controller works on both systems. It's great for multi-system users. It also has turbo speed on all buttons. One other drawback is a slightly slow response time. When tapping on the pad, it doesn't react on the screen.

INTERACT'S SG PROPAD

The SG PROPAD looks great. It's packaged in a see-through plastic case that lets you see its electronic guts.



The SG PROPAD for the Sega Genesis has its advantages.

The directional control moves easily, making it a good choice for fighting and fast-action games. The Turbo Option is also helpful. On the back of the controller there's also a switch for the pause-pause-pause slow-motion that console gamers have become accustomed to.

The button layout is similar to the Super NES' control pad, with two buttons on top. One major drawback: while testing the pad, it locked up for five to 10 seconds and you wouldn't be

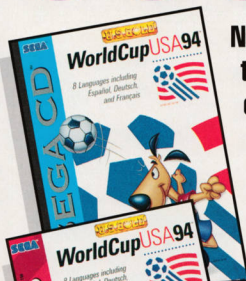
(continued on page 62)



The Multi-System 6 is good for gamers who own both systems.

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It's also your last chance to cash in on Super NES and Sega Genesis versions of Winter Olympic Games. You can experience 10 exciting events with actual courses used in the Winter Games in Lillehammer, Norway.

Don't miss this last chance to add these classic video games to your collection. After all, savings like this may *never* come along again. So hurry, clip out and send the rebate coupon today to score your big \$15 savings!

U.S. GOLD

WALKING IN CONTROLLER WONDERLAND

(continued from page 60)

able to move during that time. That was frustrating, because at the time, Gunstar Heroes was in for the Genesis, and enemies attack you from all directions. It didn't happen once! It happened a few times on two separate sittings. True, Gunstar Heroes is a three-button game, but even when the Mode button had been pressed, the same effects occurred. Other than that drawback, I'd say it's a great controller.

ENHANCER 1 MEMORY JOYPADS

Here's a neat idea: a programmable controller that needs no manual programming. These controllers use ROM cartridges with pre-programmed moves. The best thing about them is that they work with the most popular fighting games like SFII and MK.

There are Genesis and Super NES versions available. The moves are programmed on special buttons below the normal buttons. Fatalities, special moves, and more at the touch of a button.



The Enhancer 1 Memory Joypad for the Genesis.



The Enhancer 1 Memory Joypad for the Super NES.

MORTAL KOMBAT II KONTROLLER

Here's another unusual but helpful idea. The Mortal Kombat II Kontroller from Innovation is a set of two modules that can be strapped to your controllers that, in effect, allow you to assign fatalities and special attacks to one button. Each controller has a list of characters and moves, plus can be used with two players. The box at the right is for the Super NES or Super Famicom version. This is sure to give entry-level players



The Mortal Kombat II Kontroller assigns fatalities onto one button! a fighting chance against seasoned veterans.

SNK CD FOR SPRING

According to new reports, SNK is readying a scaled-down version of the Neo-Geo CD ROM you've been seeing pictures of in *EGM*. This new design may have a top-loading feature to cut down on production costs.

As for a release date, SNK is reporting spring '95. As reported in previous issues, there will be numerous titles ready for the launch in Japan.

The bigger version of the machine as seen in *EGM* will be released in Japan, as will this scaled-down version.

No reports yet about which games will be released in the U.S., but the Japanese titles may be ported over when the machine debuts here. More information next month.

INTERPLAY AND TSR INK DEAL FOR NEW GAMES

On August 17, Interplay Productions announced that they had signed a licensing agreement with TSR Inc. for new role-playing video and computer games.

The agreement gives Interplay an exclusive license to produce games for computer, home video, coin-operated, and on-line formats based on TSR's Forgotten Realms and Planetscape lines.

"TSR's fantasy games have captured the imagination of players around the world," said Brian Fargo, president of Interplay. "We are eager to get started on our first products and look forward to this new relationship with TSR, which will bring a whole list of fresh,

innovative products to AD&D fans."

"This is fantastic news for role-playing fans," said Willard Martens, TSR's chief operating officer.

"Interplay's fantasy, science-fiction, and strategy games are some of the hottest in the market! We expect exciting, cutting-edge games to come from this new design team."

The first titles to incorporate TSR's lines will begin appearing on store shelves in time for Christmas 1995. There is no word yet on specific story lines or titles, but those will be forthcoming.

There's no doubt that Interplay will have new ideas for home systems to keep RPG players content.

He Thinks He's A Hero, But He's not!

"My Pick Of
The Year"

-- M. M. Goode

"A Real
Gas!"

-- X. Crement

"2 Thumbs Up -
Way Up -
All The Way Up
To The Knuckle!"

-- Cesspool & Sleazepurt

"Finger Lickin'
Good"

-- Barbie Q. Boogurz

"It'll Blow
You Away!"

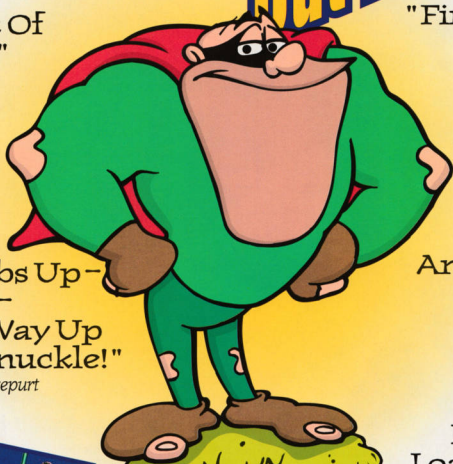
-- Enya Knose

"Snot Like
Anything Else
On The
Market!"

-- Lyle B. Gross

"Gobs of
Excitement,
Loads Of Fun!"

-- Hawke A. Biggun



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YOU CAN BE THE ALIEN.



Lunch. Toast. you from the inside out. The It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extreme-

Dogmeat. *You're* on the menu. The Alien eats Predator's razor-like mouth parts go for the crust.

ly fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the

A L I E N



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.



Game tips and hints: 1-900-737-ATARI. 99¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

YOU CAN BE THE PREDATOR.

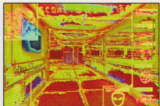
OR YOU CAN BE LUNCH.

PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - the better to see you. Huge sound-sampling - the better to hear you. And unparalleled animation - the better to come out of nowhere and eat you. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR

6 4 - B I T

DO+THE
MATH

INTERACTIVE MULTIMEDIA SYSTEM

ARCADE ACTION

THE GREAT 1,000 MILE RALLY by Kaneko

Hola arcade goers! Kaneko has just released a new racing game called The Great 1,000 Mile Rally. This game has some cool features which make it a blast to play.

First of all, you can select your car from among 10 classic road racing cars. Each of these cars is a beautifully detailed reproduction which looks just like the original! With names like Ferrari, you know you're in for some serious racing!

The Great 1,000 Mile Rally also sports some cool 3-D graphics which display your car from various angles.



The 3-D perspective allows for excellent play control and maneuverability.



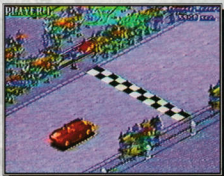
Hit the jump ramps at top speed and you will be catapulted through the air!

This little tidbit heightens the play control and makes the game pretty realistic. When you start going real fast, the background begins to blur giving the player a sense of motion. You had better be careful going into the turns, though. If you take a turn going too fast, the car will "fishtail" and spin out. As you approach a turn, however, the computer will display an arrow to warn you of the upcoming bend in the road! There are 12 very challenging tracks to choose from.

Buckle up and get ready for Kaneko's Great 1,000 Mile Rally. Hurry up and don't spin your wheels!



A guide arrow will alert you of upcoming turns. You're on your own after that!



Victory! Try to cross the checkered finish line before the competition to win.



You'll notice that when you hit top speed, the scenery becomes a blur.



Select your car from among 10 different classic racing machines!

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GLOBAL CHAMPION by Taito



Many of the special moves are very weird! Check out this powerhouse.



Global Champion features some killer graphics via a 32-Bit processor.



You can pick and choose from nine different warriors from around the world.

Taito has entered the fighting game arena with a vengeance. Blasting into arcades shortly will be Global Champion, probably one of the most intense fighting games ever made.

The game is part of Taito's new 32-Bit system. It is one of the first 32-Bit cartridge arcade systems ever to be introduced, and Global Champion is the flagship of this exciting new system. Taito's new system is capable of rendering some of the most detailed graphics seen. It can reproduce a palette of about 17 million colors, which gives the graphics of games like Global Champion a colorful, realistic feel.

Global Champion is a strong contender among fighting games. Players pick their warriors from a selection of nine streetwise fighters from around the world. Each

character has **five** different strengths of punches and kicks available. In addition, each character has devastating special moves that can be executed flawlessly.

The graphics are beautifully drawn

and there's even a separate 16-Bit sound processor to handle all of the sounds and music! Taito is obviously serious about their quest for arcade dominance judging by what we've seen of Global Champion. Play it and enjoy!!



Special attacks can be performed using a joystick/button combination.



Get a load of those backgrounds! Every one of them is beautifully drawn.



To make things even more exciting, a separate 16-Bit CPU handles the sound.



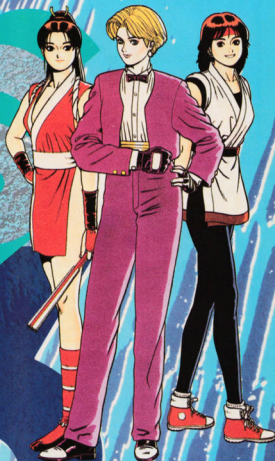
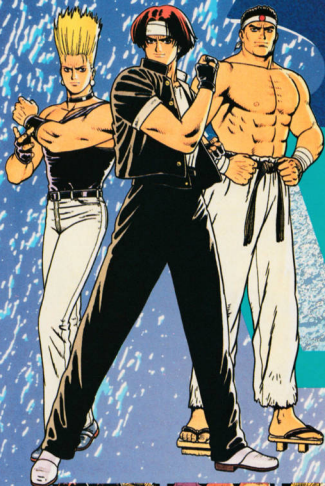
A super-wide game field is the icing on the cake. Global Champion rules!

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SAMURAI SHODOWN II by SNK



The long-awaited sequel to SNK's mega-hit fighting game is finally here!



Most of the stages have been modified. It seems that the seasons have changed!



With all of the technique and play control intact, SS II will be totally hot!

They're baaack!!! SNK is planning on releasing Samurai Shodown II very soon, and arcade junkies everywhere are rejoicing! The first Samurai Shodown enjoyed an almost cult-like following and became a big hit later in its illustrious career.

Shodown ranked alongside of fighting games like Mortal Kombat and Street

Fighter II in play control, graphics, sound, and technique. Shodown II appears to be a "chip off the old block."



All of your favorite characters are back, including four new faces on the scene!

Apparently, all of your favorite fighters from the first Shodown are back to have another go at the title of the world's greatest samurai. In addition, there are four new characters joining the ranks. Some of these new characters are rather bizarre. One of the characters is a little old man who looks as though he couldn't hurt a flea!



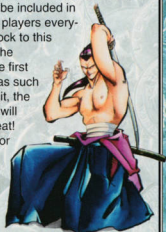
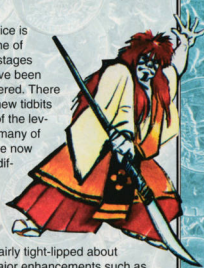
Fortunately for him, he can inflict a lot of damage to the other warriors using wild combos and special moves. Another of the new characters, a huge, lumbering behemoth with an artificial hand, looks very ferocious.

Besides the new characters, there are some other refinements to this new Shodown. One of the biggest things that

you'll notice is that some of the stages have been altered. There are new tidbits in most of the levels and many of them are now set in different seasons. SNK has

been fairly tight-lipped about any major enhancements such as new moves, new stages, and a new end Boss. Expect to see some new enhancements, but don't expect Shodown II to be a whole new game.

Needless to say, no matter what new goodies will be included in Shodown II, players everywhere will flock to this machine in the arcades. The first Shodown was such a runaway hit, the second one will probably great! Stay tuned for more on Shodown II in upcoming issues of EGM!



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OPERATION WOLF 3 by Taito



The Bosses are very tough to beat. This attack chopper blasts you with missiles.

Arcade aficionados who have been around for a while are sure to have a flashback when they see this latest coin-syphon from Taito. Operation Wolf 3 looks to be the coolest installment in the Operation Wolf series.

Players can pick up a number of weapons while they blast their way through the various levels. One or two people can play, and the action onscreen is really intense! The Bosses at the end of each stage are totally cool. Do yourself a favor and try Operation Wolf 3 by Taito!



If your commando gets hit too many times, you will be taken out of the action.



Taito did a great job on the Operation Wolf 3 graphics. They're a mindblower!

MAD DOG II: THE LOST GOLD by American Laser Games

American Laser Games will be releasing the CD-ROM title Mad Dog II: The Lost Gold within the upcoming months. This live-action title will be a big draw for fans of the first Mad Dog game.

The plot of the game is simple enough: you must find the gold that's hidden in a cave. You have a choice of three guides to help you reach the treasure. Each of the three will produce different scenarios that the player will encounter. During the course of the game, you will run into trouble in the form of roving desperados, sharpshooters, and other surly characters.

At the end of the game is a final showdown between you and Mad Dog



Bad guys will shoot at you from every possible place, even from a stagecoach!

himself. You even get to view the inside of the treasure chest! Mad Dog II: The Lost Gold is housed in a new



You'll meet all manner of dastardly villains in this live-action CD-ROM title.

cabinet which supports changeable CD-ROM titles. Get your shootin' iron ready for a real challenge!



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ANY WAY
YOU LOOK
AT IT!”***

—Dick Vitale

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awesome
basketball
commentator
and coach



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The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of *Dick Vitale's "AWESOME, BABY!" College Hoops*:

- A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
- Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.
- Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.
- 5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

Play it and you'll be screaming,
*"Awesome, Baby –
with a capital A!"*

Dick Vitale



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INTERNATIONAL OUTLOOK

19 GAMES PREVIEWED!!!

Goemon 3, Dream Basket Dunk 6 Hoop, Alien Soldier, Gon, Toride, Popeye's Beach Volleyball, Sailor Moon S, UFO Hero Yakisoban, Ribble Rabble, Fire Fighting, Ruin Arm, Battle Cross, Hybrid Wrestler, Lode Runner Twin Special, Den'z Traffic Panic, Tarchan, Hot Blooded Family, Panic in Nakayoshi Park, Battle Robot Legend

INTERNATIONAL NEWS

Heads up folks! Here comes a whole slew of games for you. The PlayStation is getting off to a good start, with third-party licensees lining up to make games for it.

In Japan it seems as if the Saturn will replace the Mega Drive. Hardly any can be found. However, there's one exception: Treasure's made a hot new action game for Sega of Japan that is very much along the lines of Contra called Alien Soldier. With 40-50 Bosses, you can expect some major firepower to light up the sky.

Oh, one last thing ... Imagineer of Japan is working on a neat all-female fighting game. We've managed to get one picture in to give you a sneak peek. Expect more on this game in *EGM# 4* as a two-page Fact File. Over and out. Bye bye.



Look for a two-page Fact File on Pretty Fighter in *EGM# 4*.



WORLD NET

Konami of Japan

Goemon 3

Super Famicom



Action

December

Unknown Price

Konami's Oriental mascot is back for another delirious action/adventure. Goemon is joined by Ebisumaru, his long-standing oddball sidekick.

(Weren't these guys called Kid Ying and Doc Yang in Super NES The Legend of Mystical Ninja, the first of the 16-Bit series?) Also joining the cast are Sasuke, the mechanical ninja from Goemon 2, and Yae, a girl ninja (Kunoichi), who made a cameo appearance in 2. Each character has different abilities, special weapons, and moves for added variety.

The story takes place in Neo Edo where Goemon's gang must thwart a band of thieves from the future. The foes are Jurokubei Shishi and Sister Bisumaru, both of whom bear a curiously close resemblance to the two original heroes.

For the most part, the game consists of conventional (if really weird) side-scrolling action stages. There are also towns with handy items on sale and wickedly funny minigames.



Along with ninjas, mystical spirits and other weirdos will attack you.

Goemon Impact, the huge, virtually indestructible robot from 2, also returns for side-scrolling mayhem and spectacular 3-D fighting scenes with awesome Mode 7. There are even 3-D chase scenes. The object is to run away from rampaging enemy mechs, before they get you!



Goemon must travel through all new dangers in this ultrahot cart.



Goemon Impact returns stronger than before. Good thing he's on your side.



If you enjoyed the first game, you'll most likely want to play this one.

INTERNATIONAL OUTLOOK

Sega of Japan

Alien Soldier

Mega Drive

Action



Unknown Release

Unknown Price

Following up on the superb Gunstar Heroes, Treasure keeps the hits coming. AS is staged in a parallel universe on a planet like Earth where humanoids live peacefully with genetically enhanced biomechanoids. That is until conspiracies by invading aliens throw the world into an all-out war.



Ypsilon 2, a splice of man and bird must use massive firepower in a game that has 40-50 Bosses! Looks great.



Human of Japan

Dream Basket Dunk & Hoop

Super Famicom

Sports

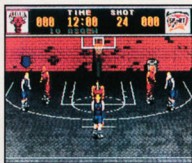


September

¥9,800

Human, the highly respected maker known for extremely well-crafted sports games, flexes its muscles for this perfect slam dunk of a basketball game.

DBDH is viewed from a diagonal angle straight up the court with proper Mode 7 scaling. In all there are 16 non-official teams to play as. Besides five-on-five matches, there are also Street Basket Modes for one-on-one and three-on-three matches. Up to five players can multitap in for some heated battles.



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Dozens of mind-blowing titles and more are on their way.

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So stop playing games. Start playing for real. To connect with the dealer nearest you, call: **1-800-REAL-3DO EXT. 123.**

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INTERNATIONAL OUTLOOK

Takara of Japan

Toride

Super Famicom



Puzzle

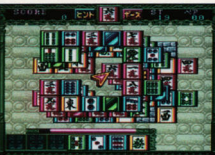
Nov.-Dec.

Unknown Price

Takara has come up with an intriguing twist on Shanghai. The object is simple: from a stack of coded plates, pairs are removed if the plates are not covered or hemmed in by others. Unlike Shanghai, single pieces that are hindering play can be picked off up to a certain limit. Besides the Elimination Mode, there is also a Timed Mode in which the stack has to be cleared within a set time. Two players can either compete head-to-head or help each other out. There are 20 different stacks and three different kinds of plates. The field view can be rotated four ways to obtain hints. Nothing flashy, but the addiction factor is high.



Toride is an addictive puzzler that almost anyone can get right into easily.



If you've played Shanghai, you'll know how to play this game.



Unlike Shanghai, you have the ability to remove unwanted pieces of the board.

Technos Japan

Popeye's Beach Volleyball

Game Gear

GAME GEAR

Sports

August

¥4,800

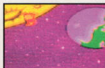
Popeye and the gang are all here for what starts out as a pleasant outing to the seaside. Before you can utter "Blow me down," things quickly degenerate into an ugly two-on-two volleyball competition (Brutus, Olive Oyl, and Popeye in swimwear are not ready-for-prime-time players). Popeye and crew have to take on Brutus, Sea Hag, and other wretched foes in five stages: a castle, woods, garden, wharf, and a beach. By munching on spinach, Popeye can hammer savage spikes sending opponents flying.

Six kinds of mini-games are included as bonus stages. These are quick but fun, including weight lifting, punch meter, one-armed bandit, and even fishing.

If you're a salty sailor or maybe just a fan of the old cartoons, you'll probably enjoy this cart. Blow me down!



Popeye and his friends enjoy a good, hard game of volleyball.



Test your strength in one of the many mini-games in this cart.

Bandai of Japan

Gon

Super Famicom



Action

Unknown Release

Unknown Price

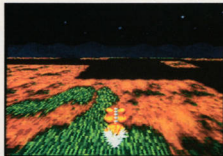
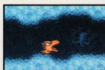
Gon, a completely self-centered T-Rex, breaks out of his popular weekly manga series onto Super Fami.

With his huge head, easily the size of the rest of his body, Gon's primary concern is chowing down. On his menu there are many wild animals like goats and even a mammoth. Before Gon can dine, however, these foes have to be subdued making for terrific beastly rampages on both side-scrolling and 3-D Mode 7 chases. Besides extremely reluctant feasts, Gon also has to fight enemies who want to make a meal out of him, including a vicious huge python.

Handling a hungry T-Rex should be an interesting experience. Gon is a personable Tyrannosaurus, and hopefully his antics will reach our shores. Gon uses a number of themes to make it enjoyable to play. How would you like to eat a snake?



It's generally a good rule of thumb to avoid eating things bigger than you!



Hunt down your chow with fast-moving 3-D chase sequences, ala Mode 7.

REV ON THE RED LINE.



From the moment the clutch engages and your V-twin roars off the line, you'll feel your pulse begin to accelerate.

Through the straight-away in a heartbeat, you attack the first chicane at 190 mph. Sporting a serious 45-degree lean, one knee kissing the tarmac, the other hugging your seat, you blow past your fellow rocketeers in a dizzying smear of leather and steel.

And in a rare moment of extreme clarity, you become one with the bike...

Suzuka 8 Hours. Not for the faint of heart.

Suzuka 8 hours™



Tune your machine to your own specifications, from class to color, tranny type to handling ability.



Linear and precise controls means your bike executes rider input instantly—one mistake and SPLAT!!!



Redline your pulse against a buddy in an 8-hour tour of Japan's most renowned race track.

SUPER NINTENDO ENTERTAINMENT SYSTEM



NAMCO

INTERNATIONAL OUTLOOK

Namco of Japan

Libble Rabbie

Super Famicom



Action/Puzzle

September

¥6,300

This was a cult arcade hit in Japan a while ago. The game shares a certain resemblance to Taiko's arcade Qix because you reclaim land by surrounding land. Libble and Rabbie are two beings who must stretch thread over pegs. When you encircle a peg, you take the land. *EGM* #4 will have a Fact File on this awesome action puzzler. Check it out! You definitely won't want to miss this hot game.



Namco's Libble Rabbie was once very popular in the arcades.



The enemies fluttering about can kill our two imaginary heroes.



By using Libble and Rabbie to wrap threads you can conquer land.

Den'z of Japan

UFO Hero Yakisoban

Super Famicom



Action

October

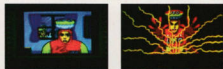
Unknown Price

This all started from a TV commercial for UFO Yakisoba, a brand of instant fried noodles. The commercial starred Yakisoban, a heroic alien from outer space, out to stop the evil Kettler and his low budget world domination schemes. The commercial became a huge success, breeding several manga series and even a line of toys.

This game was developed to be a prize for a lottery campaign conducted by Nissin, the noodle maker. The contest became a hit with Nissin being flooded with entries for just 3,000 games, so Den'z persuaded Nissin to give the game an official release. Japanese kids can take on Kettler and his peculiar sidekicks like Fork Man as Yakisoban using his Noodle Sauce Gun and Fried Batter Bomber! Japanese gamers have once again gotten what they wanted.



It's hard to believe how this game got started, but it's true!



Yakisoban's struggles are tiring, and only the best players will survive.

Angel of Japan

Sailor Moon S

Super Famicom



Fighting

December

¥9,980

Sailor Moon is arguably the most popular anime series for Japanese girls of all time. Sailor Moon S (Super) is the third series after Sailor Moon R (Returns), and it looks like it's still plowing on strong with long-legged junior high girls who represent the planets to maintain global peace.

This time around, the girls stage a no-holds-barred fighting tournament to establish who is the real star of the hit show. (They apparently had enough of Sailor Moon's dippiness as a leader.) Contesting Sailor Moon are the seven Sailor fighters named after the planets. Even Chibi Moon, Sailor Moon's own daughter who has traveled back in time, is looking out for number one. Can Sailor Moon retain her title, and prove that she is still number one? Fans everywhere are dying to find out. Sailor Moon S really packs a punch.



Uranus fights Pluto in a contest to see who is the superior fighter.



Sailor Moon S is one of the many cool Sailor Moon games.



Special attacks and super-powered moves abound in Sailor Moon S.

INTERNATIONAL OUTLOOK

Jaleco of Japan

Fire Fighting

Super Famicom



Action

November

Unknown Price



Here's your chance to experience the intense action faced by firefighters, who are probably the least recognized heroes anywhere today.

A variety of scenarios await the player who must organize the fire team then lead the charge. Sometimes the emergencies aren't all that serious. In one scenario, an old man calls frantically seeking help to turn off his hot water tap before his bath overflows. More seriously, extremely dangerous fire fighting and rescue missions await, including an office tower, factory, and museum.

For each of these missions, the player must choose appropriate tools and deploy fire teams systematically to minimize damage and loss of lives. Quick decisions need to be made under the worst conditions, including even choosing between trapped victims to be rescued.



Select your mission, then choose the course of action to take. It takes some planning to save everyone.



Try to hack through the flames to get to injured people.

This cart's going to be coming out in the States under the title Ignition Factory from Jaleco. It's sizzling, with lots of action and strategy combined to make it a realistic experience for the players.



Even a museum will start going up in flames. What can you do?

**NOW THE TOP RACING
GAME RUNS ON THE
MACHINE IT WAS
BORN FOR.
SEGA GENESIS.**

INTERNATIONAL OUTLOOK

Bandai of Japan

Ruin Arm

Super Famicom



Action/RPG

Unknown Release

Unknown Price

It is several centuries after the decline of the mechanical civilization. All that remains of the once-great era are ancient ruins with decrepit pieces of machinery. A young swordsman, with visions of becoming a knight, sets out on an epic journey to these ruins to unravel the sinister designs of an unspeakable force of evil.

The hero is joined by two other members in his quest, including his sister (the only person capable of casting magic), Lucia and Toran, a mysterious masked fighter. Bandai claims it is possible for one player to control all three characters at the same time. However, they don't describe how to do this feat. Perhaps a game system similar to Square's Secret of Mana has been adopted.

The action is done in classic Zelda-style, giving you challenges of both the mind and reflexes. Totally hot!



Trips to the towns often provide you with both clues and supplies.



Find entrances to the ruins via deep chasms in the Earth. Is this the way?

Imaginer of Japan

Battle Cross

Super Famicom



Sports

December

¥9,800

Several centuries in the future, racing remains a favorite spectator sport, especially Battle Cross, a global grand prix competed using air bikes. A young racer, with dreams of one day owning his own racetrack, joins the competition with visions of vast wealth in his mind.

This is a nifty, fixed-screen racer for up to five multi-tapping players. Various items appear on the track to wreak havoc with opponents like a laser beam, land mine, and anchor, and a particularly mean one that flips the steering around. There are also speed boost and invincibility items to gain the edge on opponents. Single players can try their hands at the Grand Prix Mode which follows a cute story, and a Practice Mode with scoring.

With multi-tap games like this and Bomberman, more than one or two players can join in for riotous fun.



The format of Battle Cross is very similar to that of Off Road.



There are many tracks to race on, and they take you all around the world!

Technos Japan

Hybrid Wrestler

Super Famicom



Sports

September

¥9,800

Technos has come up with a clever twist on wrestling games by adding a compelling Simulation Mode. Start out by assembling a wrestler by picking out parts like the head, torso, arms, legs, etc. Combining these aspects causes the wrestler to have certain characteristics. For instance, power could be emphasized by sacrificing speed. Or you could put together a lightning quick fighter with limited power. After you create your wrestler, enter him in fights. Depending on the way he fights, the wrestler's abilities evolve as he grows older. That's right, your wrestler grows older on you, from as young as 18 to an over-the-hill 55.

Over the years, he can get married. The abilities he built up will be passed down to his children, so you may see sessions lasting several generations to become World Champions.



Hybrid Wrestler features both terrific sports action as well as a cool sim.



You can make your wrestler out of an assortment of body parts.



GET OUT OF THE PITS AND RACE IT!



Scared the competition into the pits? Whip around the track solo for stiff action against the computer.



Split screen view shows you also-ran how you do it.



You're All-World on 64 different circuits in 16 countries.



An on screen readout shows you how to win.



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Just another afternoon by the pool.

Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. **Samurai Shodown™** on the 3DO brings home all the bad-assness of the arcade original. Sure. We could have softened the carnage-intensive graphics. But we didn't. And sure, we could have left out the brutal, bone-shattering game-play. But that'd suck. And yeah, we suppose we could've even caved in and lost some of that freakin' **arterial spray**. But hey. We broke a few rules. So sue us! And **hack** to your little heart's content. But be careful. With **32-bits**, you could poke an eye out. If you're lucky.



Choose from 12 lethal characters to kick your friends' butts with: from the depraved Genro Shiranui to heroic Hanzo Hattori and Jubei Yagyu. Sweeten, every single one of 'em.



Combat close-ups with special, patented zoom camera. Wide angles for planning your cuts (chops, roasts, cutlets). Tight angles for precision strikes and deadly stunt moves.



Decimate and annihilate your opponents with those special moves - like Kyoshira's Kabuki Crunch Dance and Genro's Slaughter House Tumble. It's pure poetry. Pure butchery.




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CRYSTAL DYNAMICS™

INTERNATIONAL OUTLOOK

T & E Soft of Japan

Lode Runner Twin Special

Super Famicom	
Action	
Now	¥8,800

Broderbund's classic action dungeon game has been given an entirely new look without losing its essential qualities. The action remains unchanged: run up and down corridors and ladders while avoiding enemies. You can dig pits for enemies to drop into, making them safe to walk on. It's a great way to relive the old classic and see how well it's done.



This new update to Lode Runner is more fun than the first one. Impossible?




Lode Runner Twin Special has more features and techniques.



Compete against a friend, and see who can collect the most treasure.

Den'z of Japan

Den'z Traffic Panic

Super Famicom	
Action	
December	Unknown Price

In a distant world where intelligent cars rule, a shady casino operator who is actually a drug dealer (of what, Premium Leaded 100?) casts his shadow over the alleys and streets. Well, you get the idea.

Two young cop cars, Beat and Barts decide to take matters into their own hands (so to speak) when they learn that the Police Department is riddled with corruption by the syndicate Boss. The intrepid pair must set off to points around the globe and blow up enemies by detonating fuel barrels. By snagging items, B & B can pick up special powers like being able to kick fuel drums, and cranking up the explosive power. Watch out though, there are wildcard items which can lead to a timed death sentence.

If you're not in the mood for saving the world, you can still have a blast by multi-tapping with three of your friends.



Similar in many aspects to Bomberman, Den'z Traffic Panic is very intense.




Some of the levels are so dark, that you'll wish you had your headlights on.



Try to collect as many power-ups possible in order not to be outclassed.

Bandai of Japan

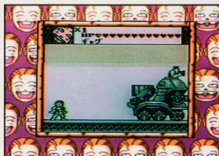
Tarchan, King of the Jungle

Game Boy	
Action	
Available: Now	¥3,980

The anime hero, who is a spoof on Tarzan, swings onto the Game Boy scene. Tarchan, the not-too-brainy-but-plenty-brawny beast man, slugs it against a wicked group of poachers who are killing his animal friends for trophies.

Tarchan's goofy antics and beastly powers make him a prime-time TV favorite and a top-seller among *Jump* Magazine's stable of superstar manga artists. All of Tarchan's animal excesses have been faithfully captured by this Game Boy cart. He can trumpet like an elephant, punch with the ferocity of a lion, and even glide like a flying squirrel by stretching the skin on his... (sorry, EGM is a family publication).

Check this game out to find out why this buff jocko is so popular in Japan. You'll have a swingin' time with Tarchan around.



As with any action title nowadays, you will face some really giant Bosses.

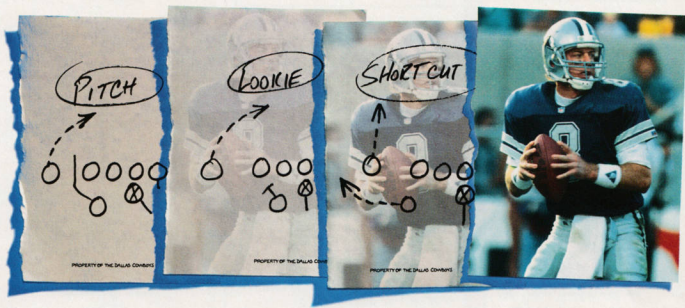


Tarchan uses a variety of vantage points making this cart different.



Will Tarchan be able to stop the poachers from killing his friends?

You can't get your hands on Troy's playbook, but you can get your hands on a few key pages.



Troy Aikman NFL™ Football™

Like Page 7, Troy's "Pitch", the play that turned the Bills into four-time losers. And Page 21, Troy's favorite—"Lookie", the one that's made a lot of NFL cornerbacks consider a career change.

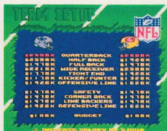
With Troy Aikman NFL™ Football™ you get the best of Troy's favorite Superbowl winning, defense-spinning, top secret, confidential, straight-from-the-Cowboys-playbook plays.

And if Troy's favorites on top of more than 50 offensive configurations aren't enough for you, with Troy Aikman NFL Football you can custom design your own plays. Even custom design your whole team. A unique reserve budget, "Team Setup", lets you allocate team funds. So if you want a grind-it-out ball-control offense, invest in a monster line and a power fullback. You want a smothering defense, throw your linebackers a couple mill.

Troy Aikman NFL Football gives you everything you need to build a winning team. Especially Troy's exclusive straight-from-the-Superbowl-champion-Cowboys'-playbook plays.



You don't just get any offense, you get Troy's offense, with Troy's favorite plays. Now you're headed for the Super Bowl!



Only Troy's game lets you control your team's budget. Build-up your offensive line, secondary or any other position—just like the pros!



TRADEWEST



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Available on Genesis, SNES, (Coming soon on Jaguar, PC-CD Rom, Mac CD ROM)



INTERNATIONAL OUTLOOK

Bandai of Japan

Panic in Nakayoshi Park

Super Famicom



Action

Unknown Release

¥6,800

The characters from four manga series in *Nakayoshi Magazine* (for girls) join together in this colorful action game. (Besides Sailor Moon, it's highly unlikely you'll know the others.) The heroines link arms to rid their world of an evil warlock who has unleashed a plague of silly monsters.

The objective is to go out onto a fixed playing field that is teeming with monsters. Shoot 'em all and the door opens to the next stage. That much is simple enough, but tagging along with you is a friend who needs to be protected. You can cut them loose to get around certain obstacles, but you have to come back to rescue your friend. Left alone, your friend is vulnerable. But if left too long, he/she will start bawling and attract monsters. In Two-player Mode, the second player is the uncontrolled friend. Cute, colorful, and best of all, reasonably priced for the kids.



Try to keep your friend out of the reach of the many monsters roaming about.



In a strange sense, this cart bears some resemblances to Bomberman.

Techno Soft of Japan

Hot Blooded Family

PlayStation

Action

December



Unknown Price

Known for the extremely tough MD Thunder Force shooter series, Techno Soft looks set to join the first wave of games for Sony PlayStation. Taking advantage of the system's power, HBF delivers true arcade quality sights and sounds to the home.

The game is modeled after classic walk-and-thump action games like Capcom's Final Fight and Sega's Streets of Rage. The heroes are Rando Hibino, a retired world champion wrestler who is now a phys. ed. teacher, his daughter Rio, and Tora Minowa, a lab assistant to Hibino's wife. They must stop Hibino's wife who has been lured into developing a doomsday device for a criminal syndicate. Featuring wild power moves and combos, HBF packs all the punch of the best arcade brawlers. Is this an indication of what's to come from the PlayStation? I hope so!



Lots of colorful enemies can be on the screen without a lot of slowdown!



With many licensees, the PlayStation will have many good games.



The PlayStation is finally being shown with a full complement of games.

Banpresto of Japan

Battle Robot Legend

Super Famicom

War Sim.

'95 Release



¥9,500

Banpresto brings together the massive mechs from classic anime series such as Gundam, Zambuni, and Danbyne in one massive war. BLR welds the tactical elements of war simulations with a sci-fi RPG story.

Like war simulations, combat takes place on diagonal view field maps with conventional hexes. The unique part about this game is the element of height. For instance, flying units can easily cross obstacles such as streams and forests. On the other hand, while land-based units are slowed down, they can also take cover in the terrain to decrease the likelihood of being hit. The robots are moved around chess-style on the field map. In combat, cool cinemas capture the clash of the titans.

This game is a must for anyone who has ever wanted to see how the mechs fare against each other.



Great cinemas enact the battles between the mega-huge mechs.



This cart is one of the best-looking war sims ever seen anywhere!



All the most popular mechs from Japanese anime shows are here.

Some People Couldn't Wait For Our New Dual Compatible **Arcade Pro** Joystick To Hit The Stores!

We're not surprised. Some people will do anything to win on Sega Genesis™ and Super Nintendo®. And The **Arcade Pro** definitely gives you the winning advantage you need.

Its six button layout, lightning fast Arcade Quality components, and rugged steel base really put Arcade Power in your hands.

And we know how important power is. That's why we included Independent Turbo

and Hands-Free Auto Fire for all six buttons. Blow away the competition and then use Slow Motion to plan your next attack.

The **Arcade Pro** is available everywhere cool video game accessories are sold. So you don't have to turn to a life of crime to win. Just spend a little dough, get this stick, and kick some butt on Sega Genesis and Super Nintendo.

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DO NOT
TOUCH

INTERACT
GAME PRODUCTS

Play with an attitude!

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By
STD

110 Lakefront Drive
Hunt Valley, MD 21030
410-785-5661

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The Cold War's over, and we've got some time to kill.

So we got our scientists going on a good sugar

high, threw them in a lab filled with

top-secret, kill-you-if-we-told-you

technology and what squirted out

the other end is something that's

going to jump out and kick

today's video games

right in their saggy

little butts.



*It's the
Interactor.*

Strap it on. Crank it up.

Your video games will thank you.

And you'll thank your soggy undies

for world peace.

**AURA™
INTERACTOR™**

Setting out on their quest, the adventurers get attacked on their ship.



Battle One: The Ship

Strategy!



Try to isolate the enemies and wipe them out one by one.



WARRIOR
15 HIT POINTS



GIANT BAT
12 HIT POINTS



EVIL MAGE
20 HIT POINTS

STORY ONE CHARACTERS



Nick
The main hero.



Shing
This man is a good healer.



Ruso
The dwarf is a great warrior.



Shade
He's the nimble archer.



Appose
This guy's a centaur!



Wendy
She's a fire-casting mage.



THE WARRIORS..

Your team at the beginning is well-balanced with magic users and strong fighters. If you concentrate on one enemy, you can win.

THE GOOD

The music, the adventure, more RPG/simulation fun. It's my type of game. I love it.

THE BAD

What? It's not coming out over here? That's right. We don't want full-motion video. We want this!

THE UGLY

Sega is probably going to make more FMV games, and leave cool ones like this alone.

RPGs have always been one of the most popular genres. (I love 'em). In Japan the RPG/simulation series of Shining Force continues on the CD format. The first two stories are remakes of the older Game Gear titles. There's also a third story that hasn't been seen before.

You should already know the first two stories. The third features the crowning of King Nick, the hero of Scenario One. As everyone gathers to celebrate, Darba (a witch) appears and makes Queen Anri of Guardiania disappear. Darba will only accept Nick as king if he and his armies are able to rescue Anri. To get to her, the team must fight through a bar full of drunks, a graveyard, and a garden filled with lewd, suggestive women. Hopefully this title will be released here, as everything about this game is near perfect.





The evil Mage will sacrifice himself to blow up the ship.



When you wash ashore, you come across some villagers being terrorized. Take your forces in, and stop the bad guys.



GOBLIN
12 HIT POINTS



WERERAT
13 HIT POINTS



EVIL MAGE
15 HIT POINTS



The enemies keep getting stronger.
How will you survive the battle?



STORY TWO

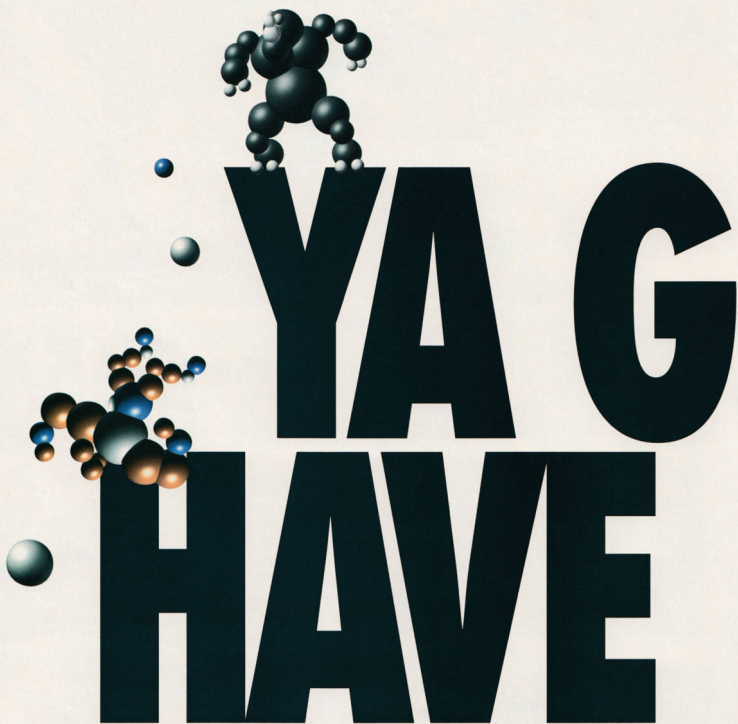
ACTION!
HUMAN
SACRIFICES!

SUSPENSE!
ANGER!



FACT FILE SHINING FORCE CD

MANUFACTURER	# OF PLAYERS
SEGA OF JAPAN	1
DIFFICULTY	AVAILABLE
HARD	NOW (JAPAN)
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A	N/A
THEME	% COMPLETE
RPG/SIM.	100%



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OTTA BALLZ



3-D fighting at its ballziest. Coming October 5th on Sega™ Genesis,™ November 18th on Super NES. ACCOLADE

TRICKS OF THE TRADE

TRICKMAN NEEDS TO SLOW DOWN!

Now that Tina has finally found a job, the happy couple can now eat a nice meal that's not out of a can. This newfound joy was expressed by a spending spree in which Tina bought clothes and Terry (of course) bought games. Unfortunately, they blew their way too quickly and now they are back in the poorhouse again. The Trickman's brain seems to be close to empty as usual. Besides getting a lecture on spending habits, he needs some awesome tricks to jumpstart his brain in order to earn his next paycheck! Send new tricks (that aren't for older games and make sure they work) to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.

If your high-quality code or cheat makes it into the Trickman Terry's hands without getting lost in the mail, and provided it is good enough for printing, you will get your name in lights... or in this awesome publication plus you will also receive a free game for the system* of your choice!

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The Jungle Book

Genesis

Virgin

Skip Stages and 10 Second Code

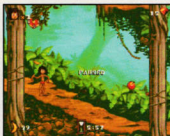
Pause and press B, A, A, B, B, A, A, B, A, B, A, A, B, B, A to skip a stage. Pause and press A, B, B, A, A, B, A for 10 seconds.



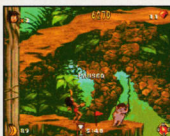
The first code will let you skip stages in the game. Just start the game and press START to pause. Now, enter the code: B, A, A, B, B, A, A, B, A, B, A, A, B, B, A. You will hear a laugh and Mowgli will say "Yeah! You will then skip to the next level! This code will give you 10 seconds on the clock whenever you want. Press START during the game and enter: A, B, B, A, A, B, B, A.

Fred Doughty; Baltimore, MD

TRICK OF THE MONTH



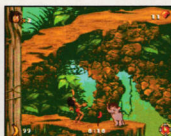
Press START to pause, then do the code to skip stages.



Press START to pause then press A, B, B, A, A, B, B, A.



You will hear Mowgli laugh and say "Yeah" if it worked.



You can do this code any time you want to get ten seconds.

WIN AN AWESOME CONTROLLER FROM STD AND EGM!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAP, SGPROPAPAD-6, SNPROGRAM-PAD, or SGPROGRAMPAD-2! We're looking for the "Trick of the Month" to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller, and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, EGM!



OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) on a letter containing your best trick and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by September 15, 1994. Sponsor assumes no responsibility for lost, misplaced, late, illegible, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice. 2. Winners: Winners will be judged based on their trick's uniqueness, novelty, accuracy, and the fact that said code is not already known by the judges. The judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyright claims become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of this contest and judges' final decisions. 3. Prizes: Each winner shall be awarded one of the following prizes: (1) SNPROPAP, (2) SGPROPAPAD-6, (3) SNPROGRAMPAD-2, or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsor shall be deemed forfeited and shall not be awarded. PrizeWinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except if the system of Sponsor should be found to be unavailable. 4. Eligibility: Sweepstakes open to residents worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsor and give a release. Employees of Sponsor and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, losses, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state and federal laws are the sole responsibility of the PrizeWinners. 5. PrizeWinners are under 18 years of age. The prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian if applicable. 5. Residents: Void where prohibited or restricted by law. All federal, state and local regulations apply. 6. Sponsor: Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment USA, Inc. Copyright © 1994 Sendai Publishing Group. 7. SNPROPAP, SGPROPAPAD-6, SNPROGRAMPAD-2, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment USA, Inc.

CHEAT SHEET

Star Trek: The Next Generation Spectrum Holobyte/ Super NES

Level Select

This trick will give you an automatic Level Select Menu. First, you must wait for the Title Screen to appear. Next, take controller one and press these buttons in this order: Y, Y, X, X, A, A, B, B. If you put it in correctly, you will hear a confirming tone. Now press START to begin a new game. After you begin, press the START button again to pause the game. Press the Y button after this to bring up the Level Select Menu. Here you will see a list of all the missions you can explore with your crew. Choose any one you like.

Stephen Forsyth
Royerford, PA

The Jungle Book Virgin/Genesis

Life Refill and More

Instead of searching for a heart icon when Mowgli gets hit, just do this trick. This code will let you refill Mowgli's life meter any time in the game. To do this, just pause by pressing START any time in the game. Next, take controller one and do the following code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Mowgli's voice will say, "Yeah!" and you will have full health again. In addition to that, you will also have a full supply of fruits, rocks, and a medicine man mask that keeps you invincible for about 99 seconds.

Michael Sanderlin; New York, N.Y.

The Jungle Book

Super NES Virgin

Level Select and Cheats

At the Virgin logo take controller one and quickly press UP, UP, UP, B, B, Y, Y, SELECT, UP, DOWN, LEFT, RIGHT, B, UP, Y.



After turning on the game, wait for the Virgin logo to appear. Press UP, UP, UP, B, B, Y, Y, SELECT, UP, DOWN, LEFT, RIGHT, B, UP, Y on controller one. You must be quick enough to enter it before the logo fades away! You'll hear confirming "clicking" noises if the code worked. Now, go to the Title



When the Virgin logo appears, put in the code.

Screen and point the arrow at the Options. Press START. A new menu with a Level Select and Cheat Option will be at your command! Just choose your starting level and put the Cheat up to five for everything, and you're all set! When using cheats, press the L button to make Mowgli float, and R button for slow motion.



The Options Menu now has a Level and Cheat selection.



Now Mowgli has many hearts, items, slow motion, and more!

John Madden Football

300 Electronic Arts

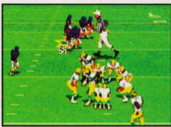
Giant or Midget Referee

For a giant ref, press RIGHT, DOWN, LEFT, UP, RIGHT, DOWN. For a midget, press LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT.



During the game, press the P button to go to the Game Pause Menu. Then press RIGHT, DOWN, LEFT, UP, RIGHT, DOWN on the pad and the referee will become a giant! Pressing LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT on the pad will make the referee a midget!

Joey Dohrn; Lynn Center, IL



You can have a midget referee or a giant one with this code!

World Heroes 2

Super NES Takara

Play as the Bosses

At the Title Screen, take pad one and press SELECT, A, UP, R button, UP, SELECT. You will hear a bell ring if it worked.

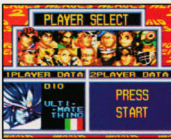


At the Title Screen, press SELECT, A, UP, R button, UP, SELECT. You will hear a bell sound if you did it correctly. Press START. Now, choose the 1P Game Mode. On the Player Select Screen, hold SELECT and then press the L button to play as Dio. To play as Neo Geegus, hold SELECT and press button R.

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



At the title, press SELECT, A, UP, R button, UP, SELECT.



Hold the SELECT button and press button L to play as Dio.



After the bell, choose 1P and go to the Player Select Screen.



To play as Neo Geegus, hold SELECT and press button R.

IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!



It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES



PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT



REVIEW AIRLINES SERVICES AT DESTINATION CITIES

As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more than 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO you're still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!



- Offer air service to over 80 major & minor cities around the globe
- Select from 4 eras in aviation history including two futuristic scenarios
- Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes
- Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services
- One to four player fun

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Online Support offered on CompuServe: GO VDPUR, Sect. 4



CHEAT SHEET

Super Street Fighter II Capcom/Benesis

Choose the Same Character

Here is the correct method to get eight of the same fighter in the Group Battle Mode of Super Street Fighter II. To do this, choose Group from the Title Screen. Now, at the Battle Mode Select Screen, enter the following sequence on controller two: A, B, A, B, A, B, A, B, A. If you did it correctly, you will hear Vega's laugh. Now, select the number of characters to be eight in one of the modes and then go on to the selection screen. Each player may now choose up to eight of his favorite character!

Jonathan Malto

Warner Robbins, GA

Double Dragon V Tradewest/Super NES

Many Codes

These codes will be a big help to anyone who owns this unique fighting game. To do these codes, you must be on the Menu Screen (Tournament, VS Battle, etc.). Enter these codes with controller one. **Fight as Shadow Master or Dominique:**

L button, R button, UP, L button, L button, DOWN, R button, R button.

Extra 2 Attribute Points:

L button, L button, L button, R button, L button, R button, L button, R button.

Extra 4 Attribute Points:

UP, RIGHT, DOWN, LEFT, DOWN, RIGHT, R, R.

(Continued on page 104)

Brutal

Sega CD

Gametek

Play as Karate Croc

At the Title Screen, enter the code: UP, DOWN, A, B, C, C, B, A, DOWN, UP. This will let you play as Karate Croc.



Now, you don't have to be a blackbelt to play as Karate Croc. Just do this code at the Title Screen: UP, DOWN, A, B, C, C, B, A, DOWN, UP. When selecting your characters, you may now choose to fight with Karate Croc! Andrew Connolly; New York N.Y.

(Note: This trick was done on a pre-production version of the game. This trick may or may not work on the production version.)



At the Title Screen, enter the code to play Karate Croc.



You can play a match against all of the other players.



At the Character Screen, you can choose this character.



Karate Croc has his own special moves. Try to do them all!

Dracula

Sega CD

Sony Imagesoft

99 Lives

At the Beware Screen, press A, LEFT, UP, C, A, RIGHT, DOWN (Spells DRACULA backward). Begin and press A and START.



Here is a great trick for the game Dracula on the Sega CD. Wait for the intro screen to pass. When the screen that says Beware appears, put in this code: A, LEFT, UP, C, A, RIGHT, DOWN. When you put this code in, you will know it worked if a white border appears on the edges of the Beware Screen. Start the game as usual. In the game, press button A and START at the same



As soon as the "Beware" screen appears, do the trick.



Press START and A at the same time. The screen goes dark.

time. This will pause the game. Press the START button again to unpause and you will have 99 lives! At any time



When you're done, a border will appear around the screen.



Press START again to unpause and you'll have 99 lives!

in the game, you can reset your lives to 99 by pressing START and A simultaneously. Ernie Wyles; El Centro, CA

Super Game Boy

Super NES

Nintendo

The Little Janitor

On a game used with the Super Game Boy, use the crayon and draw on the screen. After a while, the janitor will clean up.



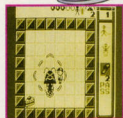
On any Game Boy game after you pop in the Super Game Boy cartridge, choose the drawing tool option. Using the crayon tool, choose a color and start drawing on the screen. Stop drawing and just wait for about 30 seconds. A little janitor will appear, take out a cloth, and start cleaning up the mess you made!



Once you draw with the crayon tool, wait for the little janitor!

Finally, A Game With the Right Kind of Bugs!

STOP THAT ROACH!



Smash'em with a slipper



Set a trap roaches can't escape from



There's always a chance a video game will make it to market with bugs. In Koei's newest Game Boy title — **Stop That Roach** — we're making sure our game has lots of bugs (roaches, that is). As either Ken or Lilly, it's your job to battle those nasty critters that have invaded your kitchen and are eating all your snacks.

Pick up the nearest household item, be it a broom or bedroom slipper and smash the bugs flat. But watch out, these roaches have a serious attitude and aren't afraid to fight back! Once you have corralled a group of roaches, lure them into a trap or eliminate them using bug spray. In all, the roaches have 100 different strategies for getting past you and at the food. What are you waiting for? Arm yourself and enter the kitchen swinging. We guarantee you'll find bugs!

- 100 challenging puzzles to solve
- Battle roaches as either Ken or Lilly
- Draw from an arsenal of items including a broom, bedroom slipper and roach trap to combat these pesky bugs
- Beware of roaches that bite
- Password option allows you to play puzzles you've already solved
- Get helpful hints to plan your next move



Victory is sweet!

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

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AVAILABLE FOR GAME BOY.

KOEI games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at 415/348-0500 9AM to 5PM PST. Online support offered on CompuServe: GO VIDPUB, Sect. 4

GAME BOY



LICENSED BY
Nintendo

CHEAT SHEET

Double Dragon V Tradewest/Super NES

Many Codes (continued 102)

Extra six attribute points:
RIGHT, DOWN, DOWN,
LEFT, UP, RIGHT, L button,
R button, L button, R button,
R button, L button R button.

Nine Continues:
LEFT, RIGHT, LEFT,
RIGHT, L button, L button,
R button, R button, R button.

Disable Dizzies:
DOWN, DOWN, LEFT, UP,
DOWN, DOWN, LEFT, UP,
R button, R button, L button.

Disable Throws:
R button, RIGHT, L button,
L button, LEFT, LEFT, R button, R button.

Yogi Bear Gameltek/Super NES

Stage Select

At the Title Screen, enter this long code on controller one: UP, RIGHT, DOWN, LEFT, Y, B, UP, RIGHT, DOWN, LEFT, B, Y, UP, RIGHT, DOWN, LEFT. Once you have entered this code, press START. You will now see that you can go in any stage within the five large levels!

Puggsy Psygnosis/Sega CD

Area Select

At the Title Screen access the Options. In the Options, go to Password and enter it. Now, put in this password as shown here:

123,765,444
177,075,537
457,337,735

It opens a new area with a separate island.

Darren S. Bentz; Shawnee, KS

Daffy Duck: The Marvin Missions

Super NES

Sunsoft

50 Men Trick

At the screen, "Where There's Duck There's Fire," press LEFT, LEFT, RIGHT, RIGHT, UP, DOWN, Y, A, B, X. You'll hear, "Mother."

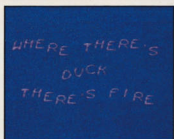


First you must begin a new game. Now, when the screen appears that says, "Where There's Duck There's Fire," press LEFT, LEFT, RIGHT, RIGHT, UP, DOWN, Y, A, B, X. If you did it correctly, you'll hear Daffy say, "Mother." Now, you have 50 lives!

Peter Halpin
Altadena, CA



On this screen, choose the START Option.



When this screen appears, put in the code for 50 lives.



On the Shop Screen, you can see if the code worked.



You can go through the game without worrying about lives.

Street Fighter Tournament Edition

Super NES

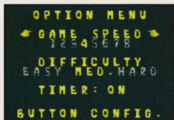
Interplay

Secret Option Menu

At the Character Selection Screen, pick your character(s) and then immediately press and hold SELECT and LEFT.



Begin your game by picking Game Start from the screen of choices. Now, when the Character Selection Screen appears, choose your character(s) and immediately press SELECT and LEFT at the same time. This will give you a Secret Option Menu where you can change many things. Nathan Bowerman; Ledarville, AR



Do the trick and you can access a Secret Option Menu!

Sonic Spinball

Genesis

Sega

Level Select

In the Options Menu, take controller 1 and press A, DOWN, B, DOWN, C, DOWN, A, B, UP, A, C, UP, B, C, UP.



Highlight Options and press START on the Title Screen.



In the Options Menu, enter the code to hear the sound.



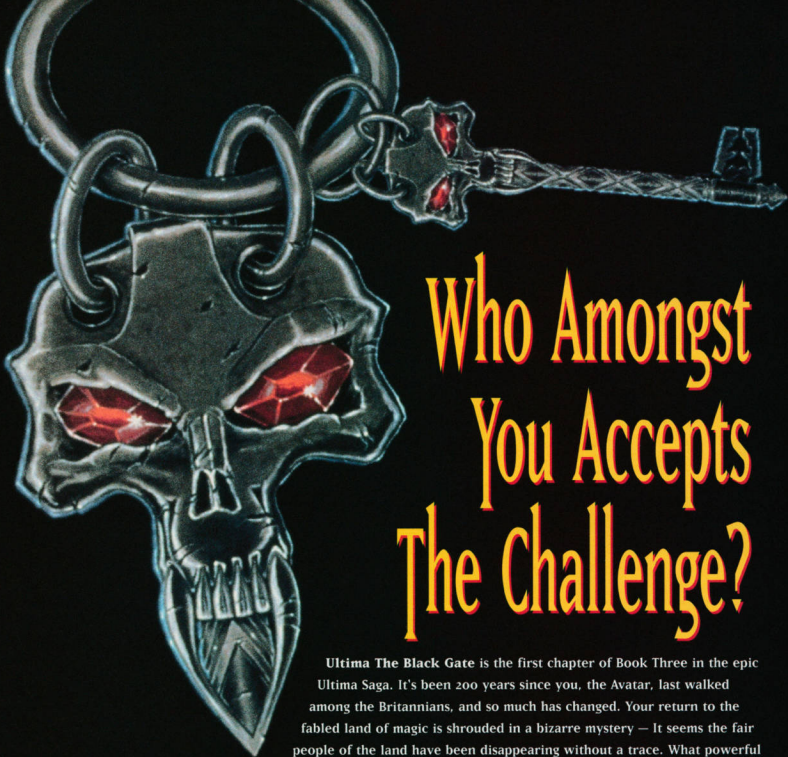
Back on the Title Screen, hold the correct button and START.



You will begin on the level you want when you do this code!

2, B and press START for Level 3, and C and press

START to begin on Level 4.
Josh Nauta; Naperville, IL



Who Amongst You Accepts The Challenge?

Ultima The Black Gate is the first chapter of Book Three in the epic Ultima Saga. It's been 200 years since you, the Avatar, last walked among the Britannians, and so much has changed. Your return to the fabled land of magic is shrouded in a bizarre mystery — It seems the fair people of the land have been disappearing without a trace. What powerful sorcery is behind this corruption of the land you champion? Do you have the power to solve the mystery that has befallen your countrymen before the evil completes its terrible mission?

Features:

- ◆ All new spells, weapons and armor!
- ◆ Over 100 hours of fantasy role playing adventure!
- ◆ Sequel to the top 10 hit Ultima: The False Prophet.
- ◆ Battery back up allows you to save play position!



FCI

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150 East 52nd Street, New York, New York 10022

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CHEAT SHEET

Stunt Race FX Nintendo/Super NES

Speed Boost Power-Up

This trick can be done on Night Cruise track on the Expert Level. On any of the turns, there is a StarFox billboard. Hit the wall under the billboard. On turn four, there is a median dividing the road into two. Drive on either the left or right of the median. Don't hit the median or the side wall. If you did it correctly, Fox McCloud will fly overhead and drop a power-up. Make sure you are under Fox McCloud to receive the boost power-up! This will help you get further in this game.

Dan Shimko; Pasadena, CA

Radio Controlled Course

To do this trick, you must play Stunt Trax Mode and complete all four courses. After completing them, push UP at the Course Select Screen. If you completed the four tracks, you should see the Radio Control Option!

Curtis Naus; Westgrove, PA

Fatal Fury 2 Takara/Genesis

Extra Continues

This trick is for the game Fatal Fury 2 for the Sega Genesis. After your game is over and the Continue Screen is counting down, you can increase your continues up to nine by pressing UP, A, and B simultaneously. At the same time, press button C for every extra continue you want. This trick will definitely help you if you are having trouble beating the game.

Wolfenstein 3-D

Jaguar

Atari

Invincibility, Full Ammo, Etc.

These tricks will give you Invincibility, Level Select, Debug Mode, Sound Test, Full Ammo, Keys, and Stage Clear.



Any of these tricks can be turned off by repeating the same number sequence.

Invincibility: Press 4,6,6,8 on the numerical key pad. You will now be invincible!

Debug Mode: Press 4,8,8,7 on the numerical keypad. When it turns on, you will see refreshers, tics, com play, mission, and number displays.

Stage Clear: Press 4,7,8,6 on the numerical keypad to skip a level.

Level Select: At the Main Menu, press 1, 3, 7, 9 simultaneously on the number pad. Select Mission 3, Level 5 and Mission 6, Level 7 for secret levels.

Sound Test: Press the # key at the ID Face Ball Screen at the beginning of the game.

Rock N' Roll Racing

Super NES

Interplay

Twin Trick

Start a game with the character you both want. Get the password, reset, and enter the code in Two-player Mode.



Jungle Book

Genesis

Virgin

Last Level with One Life

If you want a challenge, take pad one and press A, C, A, C, A, C, A, C, B, B, B for one life and one continue on the last level.



On the ID Ball Screen, press the # button on the pad.

★ **START**
: NEW GAME
DIFFICULTY
: HARDER DEATH
CONTROLS
: A SPEED
: B FIRE
: C OPEN/STRAFE

On the Option Screen Main Menu press buttons 1, 3, 7, 9 on the pad.



Press buttons 4, 6, 6, 8 on the pad for invincibility.

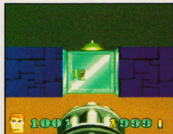
Ammo and keys: Press 4,9,9,6 on the keypad for 999



You can now listen to the music from the many levels!

★ **MISSION**
1
LEVEL
1

You can select any mission, even the hidden ones!



Press 4, 9, 9, 6 on the pad for full ammo and keys!

ammo, all weapons, and both keys. John Needham; Dallas, TX

Now you and a friend can play as the same character! Start a one-player game and choose the character you both want (probably Olaf) and get the password. Reset and start a two-player game. Go to Password and enter the code you received before, and start racing. You now have twins! Ryan Nussbaum; Monument, CO



Both players can race as Olaf twins at the same time!

Begin the game and immediately press START to pause. Now, take the first controller and press A, C, A, C, A, C, A, C, B, B, B. Once you do this, you will hear Mowgli's voice. You will then be taken to the last level of the game with only one life and one continue!

Jason Wiggins; Inkster, MI



What a challenge! Start here with one life and one continue!



We're still working on the
"Golf Cart Joy Ride & Crash" feature.

Other than that, it's perfect.

LINKS

the challenge of golf

Links for Sega CD™ is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly—*incredible, 35 mm photography* places you behind every tee, fairway, water hazard and bunker, wherever the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features

- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you in-depth golf features like

- 1 to 6 players (sorry, other games can only handle up to 4)
- Full support of TeeVee Golf Club™ for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water.

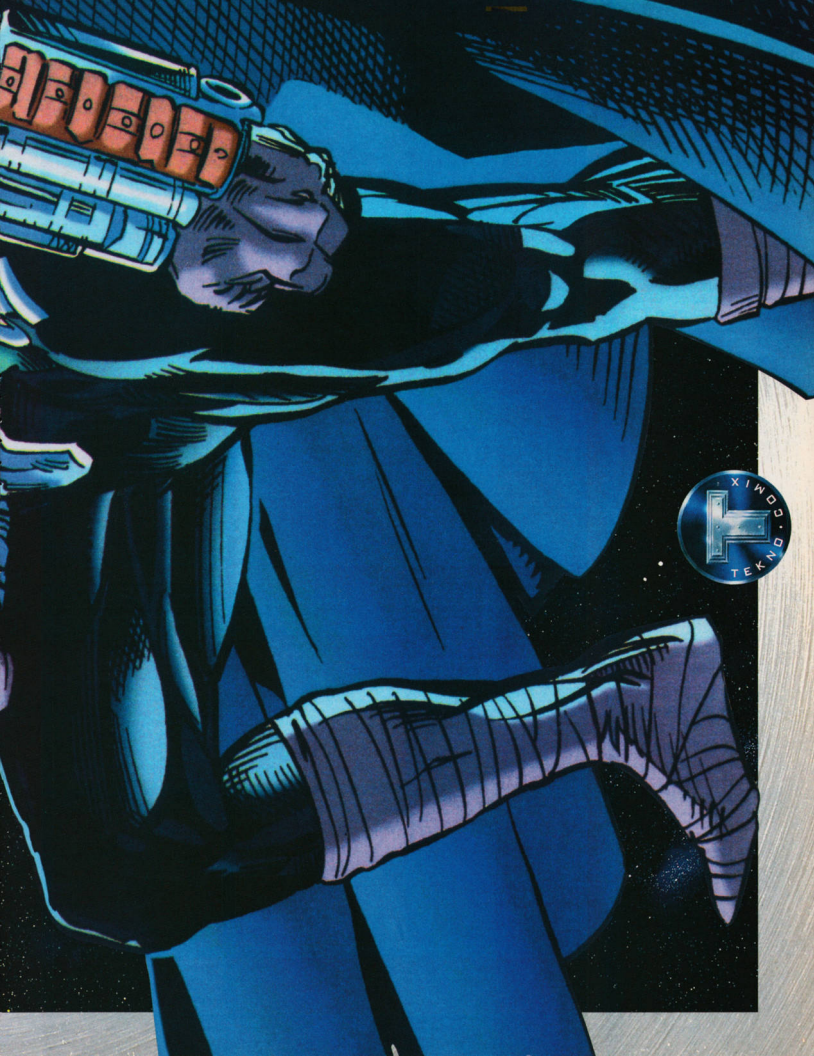
Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Cart Donuts On The Fairway" feature in the future, it'll be **Links**.

Virgin

LEONARD NIMOY'S
PRIMORTALS





NEXT WAVE

15 GAMES PREVIEWED!!!

Corpse Killer, Barbie's Vacation Adventure, The Brainies, Mickey Mania, Space Pirates, Crime Patrol, Mad Dog II: the Lost Gold, Full Throttle Racing, Thunder in Paradise, Carrier Aces, Shadow Warriors, Samurai Shodown, Jurassic Park 2, Station Invasion, Super Street Fighter II Turbo

NEW SOFT NEWS

The latest news on the street is that after the Christmas season, the 16-Bit market is going to give way to more powerful systems. The sign that points to this is the increased interest in the 3DO, Jaguar, and 32X.

The awesome games Theme Park and Syndicate are almost ready for release on the Jaguar.

A thrill-ride of a game called Time2Die by Studio 3DO is on its way. As for the venerable Sega CD, a full-motion video game based on basketball, called Slam City will be previewed soon.

Oh well, that's about it for this issue. See you 'round for EGM. Until next time, folks.



Digital Pictures

Corpse Killer

Sega CD

Action

The latest full-motion video game for the Sega CD is called Corpse Killer. It's an eerie game loaded with gory effects and shooting action.

You are a member of a five-man Navy SEAL team sent to a remote Caribbean island to terminate Dr. Hellman, a mad scientist. He's been raising an army of the dead using a bizarre blend of magic and science. Hellman used to be part of a top secret government project that was to recycle criminals that had been reduced to zombies. Now you must find Hellman and kill him. The problems start when you are bitten by a zombie and begin slowly turning into one.

You must progress through a series of battles, rescuing your teammates, and finding allies, like Winston Crum, a Rastafarian local guide with a knack for the occult.

The trek to Dr. Hellman is long and difficult, with lots of undead creatures hunting you down. There are strategy elements involved here, too. You have to decide when to find supplies, save a comrade, or go on a rampage.



These two are your allies. Try to keep them from harm's way.



Blast the rampaging hordes of undead that roam the tropical island.



One wrong turn and you'll be the meal of several drooling, rotting corpses.

16 Megs of Awesome Power...
3 Dimensional Polygon Graphics...
Powerful Sound Track...



Bring it home to
your SegaTM
GenesisTM



U L T I M A T E A R C A D E A C T I O N

VIEWPOINTTM

An Arcade hit on the Neo Geo System!

GENESISTM

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NEXT WAVE

Hi Tech Expressions

Barbie's Vacation Adventure

Super NES

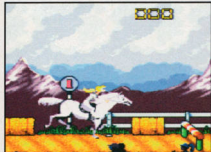
Action

Who says there aren't games for girls? Hi Tech Expressions has just the game for those who complained. The world's most famous doll, Barbie, is now on the Super NES. Barbie's Vacation Adventure is about how Barbie enjoys her vacation around America. Stopping to visit at the most fun places, Barbie gets to ride horses, go scuba diving, and try on a bundle of new clothes.

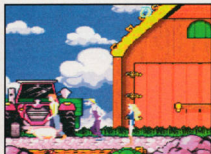
If you want a nice game that's like a vacation in itself, Barbie's Vacation Adventure is just perfect for you.



Collect gems and airtanks while scuba diving in Florida.



Down in Texas, Barbie can ride a horse through an obstacle course.



A fair is going on in Iowa. Visit it, and find out what there is to do.

Titus

The Brainies

Super NES

Puzzle

Titus has whipped up an addictive new puzzle game. (I didn't really leave their booth at the last CES, I just kept playing.)

You control a bunch of strange creatures called Brainies. You must move them to set locations within a certain time limit. The clock ticks by pretty fast, so you have to think fast. The starting levels seem pretty easy, but believe me, it gets tough quickly.

You can see the playing field from a number of perspectives before you start, but the clock keeps ticking.

New ideas for puzzle games are often few and far between, but Titus has a fresh idea here. It may not have spectacular graphics, but it's addictive as heck. This should interest puzzle players. Think fast!



Try to move the Brainies around to their spaces before time runs out.



The Brainies might look a little weird, but it's more addictive than Tetris.

Sony Imagesoft

Mickey Mania

Super NES

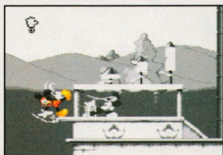
Action

Mickey Mania is a real tribute to the animated mouse that has entered all our hearts. Mickey's greatest cartoons and movies are re-created in game form for players to enjoy. Even "Steamboat Willie" is here. And guess what? It's even in black-and-white, just like the ancient cartoon.

One thing you'll notice when playing this cart, besides the great game play, is the fact that there are so many special effects. For example, there's a Mode 7 race sequence featuring a giant moose. There's also lots of rotation and wonderful animation in nearly everything on screen. If you enjoy cartoons, this is as close as you get.



A mad moose is chasing Mickey Mouse. Can you help him get away?



Relive Mickey's first animated adventure by entering Steamboat Willie.



Mickey Mania features scenes from all the major cartoons of his "career."

He HAS A THING
FOR COWS.



EARTH WORM JIMTM

GENESISTM • SNES[®]

Coming in October!



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NEXT WAVE

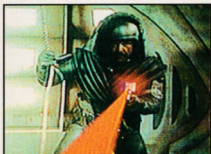
American Laser Games

Space Pirates

Sega CD

Action

In the far future, law enforcement is done by the Star Rangers. You are one such person. It seems that the Space Pirates, led by the evil Captain Talon, have captured a ship of innocent people. As you work your way through Talon's forces, you will have to collect energy crystals to power the ultimate weapon, the Star Splitter Cannon. If you can get them all, you can blast Talon and his vile henchmen back to wherever they came from. If you like full-motion video games, you'll enjoy Space Pirates.



The space pirates have taken over a passenger vessel. Stop them!



That guy's got a giant plasma cannon aimed in your general direction.



Whoah! Women in distress are always something nice to find in a game.

American Laser Games

Crime Patrol

Sega CD

Action

It's never been an easy job, but the police must do what they have to do. You are an officer trying to progress through the police ranks, while battling an assortment of nasty criminal elements. For every mission you complete you'll get promoted to bigger and more dangerous duties.

When you start off as a simple rookie, you'll take on gang members, armed robbers, and some street criminals. Nothing too difficult. When you attain the rank of Detective, it's up to you to stop a drug cartel and car-thief rings. Then it's time to really get down and dirty as a member of a SWAT team taking on terrorists.

Crime Patrol uses the powers of the Sega CD and its video capabilities to put you right in the game.



You'll face hostile domestic scenes, and other nasty encounters.



Don't these fellas look innocent? Might as well gun them down.

American Laser Games

Mad Dog II: the Lost Gold

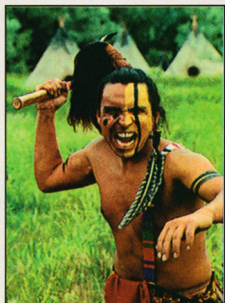
Sega CD/3DO

Action

Return to the Wild West with Mad Dog II: the Lost Gold. The ruthless criminal Mad Dog is back, and it's a race against him to find the lost gold and return it to an old mission.

Like the first Mad Dog game, the sequel offers players the chance to step into the shoes of a sheriff. You will end up facing Mad Dog's men wherever you go. You'll even end up having to fight them atop a moving train covered with Mad Dog's baddies.

Mad Dog II: the Lost Gold will be released for both the Sega CD and the 3DO systems. You will find that both are very accurate to the arcade coin-op that was so popular.



Friendly Indians like this one have been corrupted by Mad Dog.



Things will really start to heat up as buildings start exploding.



The banditos have ambushed you. You'd better be a good shot.



(Average Bear)



Smarter than
the average bear.

(Yogi™ Bear)

Accept no substitutes.

Hey Boo-Boo™,
don't settle for
some bogus Yogi™.
Help America's
favorite cartoon
bear save
Jellystone Park™
from a grizzly
end. Report to
your local GameTek
retailer for Yogi™ on
Super NES® and Game
Boy®...smarter than
the average game.



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NEXT WAVE

GameTek

Full Throttle Racing

Super NES

Sports

If you have a passion for going fast, you have two options. One, you can go the expensive route and buy your own motorcycle or jet ski, or you can try out this hot cart.

Full Throttle Racing gives players the ability to ride a cycle or a jet ski in a series of races. As you win, you'll have the money needed to upgrade your equipment. The better you get, the more challenges you will face. Full Throttle Racing is loaded from beginning to end with Mode 7 effects. This is a must for racing fans.



Go for an all-out race against the pros. Only the best will finish first.



You have the ability to upgrade your equipment between races.



Just like our Danno, you can ride a jet ski against other racers.

Software Toolworks

Thunder in Paradise

Super NES

Action

Based on the TV show *Thunder in Paradise* starring the muscle-bound Hulk Hogan, this action-packed game is about a couple of guys who hunt down drug dealers and other criminals.

Thunder in Paradise features a number of different perspectives to send you right into the middle of the action. Lots of gunning action for players.



Take the Thunder boat down to the water and hunt bad guys.



Criminals are found everywhere. Fight them, and stop crime.

GameTek

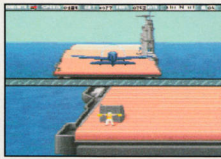
Carrier Aces

Super NES

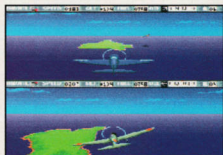
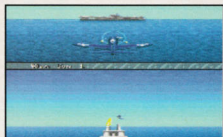
Action

It is time for your tour of duty aboard an aircraft carrier. You are a pilot, maybe an ace, and you must go to war against the Axis forces in one of the bloodiest wars in history.

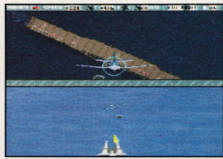
With GameTek's Carrier Aces, you get to participate in a campaign against the enemy forces. Your missions will range from strafing runs against enemy ships, to one-on-one dogfights. The prevalent use of Mode 7 is evident throughout this game, using the special effects to bring a sense of realism in the midst of combat. Carrier Aces is fast-paced, and easy to pick up. It's geared toward the action audience.



Even after all the fighting's done, you still have to land on the carrier.



Engage the enemy in a cutthroat dogfight high over the Pacific.



Perform strafing runs against the enemy ships and stop their supply lines.

RUN LIKE CRAZY.



BLACKJACK'S BOOBY TRAPS!



AVOID OBSTACLES!



BIZARRE BAD GUYS!



DIAGONAL VIEWPOINT

AI-YI-YI-YI-YI!! IT'S KID KLOWN AND SPACE PIRATE BLACKJACK! HEADING STRAIGHT FOR YOUR FACE LIKE A BIG CREAM PIE! IN DIAGONAL SCROLLING 3D! WITH ENOUGH BOMBS, BOOBY TRAPS, BANANA PEELS, HIDDEN ZONES, POWERUPS AND BONUS STAGES TO KEEP YOU RUNNING FOR THE REST OF YOUR LIFE! SO DON'T JUST SIT THERE ON YOUR BIG WHOOPEE CUSHION! GET UP AND RACE TO THE STORE! **KEMCO.**

NEXT WAVE

Crystal Dynamics

Samurai Shodown

3DO

Fighting

One of the greatest fighting games around is not on its way to the 3DO by way of Crystal Dynamics. Samurai Shodown has been translated flawlessly so far. Even though it's still early, (only three characters were really playable) it's easy to see that this will be the closest translation.

All of the characters will be in the game. From the American ninja Galford and his dog Poppy to the stealthy Hanzo, this translation will feature the scaling found in the arcade game.

This will be the fighting game to get when it comes out. It's an amazing conversion that has to be seen to be believed.



The matches will get bloody, but not unrealistically so. It's just right.



Hanzo is a deadly ninja who wants to free his son's soul from Amakusa.



All of the characters will be found in the final version of Samurai Shodown.



If you clinch swords, you can sometimes break the other guy's sword.



Genan is a freak with a gloved hand that does lots of damage.



Each fighter has a number of special powers that are quite deadly.



T & E Software

Shadow Warriors

3DO

Fighting

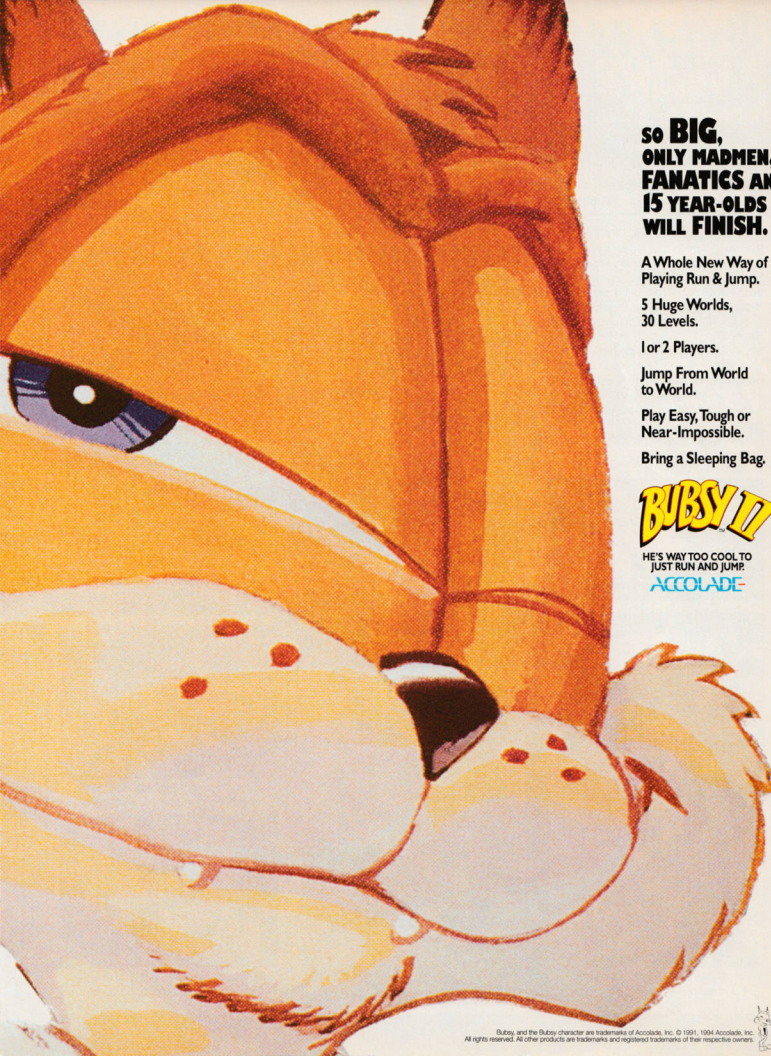
Fighting games still are all the rage, and a number of fighting games are headed for the 3DO format. The graphics of this one are rendered in a format similar to Way of the Warrior and Mortal Kombat. Each character has real voice and a lot of killer moves. It's still really early, but it could shape up to be a real winner. Look for more on it.



One character even has a shotgun that he uses to blast his opponents.



Erika uses a sword to dice up anyone that she comes across.



**so BIG,
ONLY MADMEN,
FANATICS AND
15 YEAR-OLDS
WILL FINISH.**

A Whole New Way of
Playing Run & Jump.

5 Huge Worlds,
30 Levels.

1 or 2 Players.

Jump From World
to World.

Play Easy, Tough or
Near-Impossible.

Bring a Sleeping Bag.

BUBSY II

HE'S WAY TOO COOL TO
JUST RUN AND JUMP.

ACCOLADE



NEXT WAVE

Capcom

Super Street Fighter II Turbo

3DO

Fighting

If you can't get enough Street Fighter II, the next game in the series is coming out soon. And you won't believe which system it's going to: 3DO! Okay, you can get up off the floor now. You heard me right. The most popular fighting game around is going 32-Bit. Instead of just being Super Street Fighter, it's going all the way as Super SF2 Turbo. Now players will be able to do all the new moves and the ultra-deadly Super Moves, too. Even the evil Akuma is lurking around somewhere, just waiting for a few foolish souls to challenge him.

If any game is going to sell the 3DO, it's going to be this hot title.



The opening cinema from the arcade game is included in the 3DO game.



Where is Akuma? Perhaps he awaits the strongest warrior in the land.



You can play as all of the characters from the arcade game.



Ryu tries to take the fight to Cammy, and she prepares for the Thrust Kick.



Chun Li does her famous kick into Honda's tortured face.



Cammy nimbly avoids the repeated blows of the martial arts master Ryu.



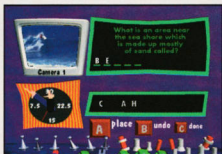
Studio 3DO

Station Invasion

3DO

Multimedia

If you like games with a warped sense of humor (like the most excellent Twisted game), there's a new one on the way called Station Invasion. You control the news in the form of many games. Some have trivia, others have tile puzzles. There's a lot of stuff to wreak havoc with. More and more games like this are taking advantage of the 3DO.

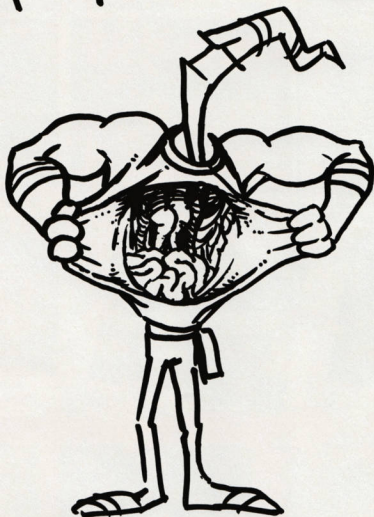


At times you will be given trivia questions to answer. Are you right?



Flip the pictures around to create one clear, perfect image of the screen.

HE HAS NO SPINE,
BUT HE'S ALL GUTS.



EARTHWORM
JIMTM
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Coming In October.



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Interactive Entertainment

NEXT WAVE

Ocean

Jurassic Park II

Super NES

Action

Return to the theme park gone crazy. Alan Grant is once again on the island of Isla Nublar. It seems that a rival corporation has appeared to swipe Jurassic Park away from the proper authorities. Their purpose is to steal all the technological advancements and DNA samples.

Jurassic Park II is a side-scrolling adventure with really cool levels using the Super NES's special effects. The opening cinema is great. It's animated, and even has a clear-sounding voice. The audio is in Dolby SurroundSound. The graphics are great and are a vast improvement over the first cart. JP2 is an adventure like no other.



A rival corporation has appeared to take control of Jurassic Park. Stop them.



Deep within a volcano lies a raptor nest. Destroy them and their eggs.



Vicious Raptors will maul you to pieces, unless you dodge them.



Travel into the engineering section to reactivate the security devices.



Not only will you come across dinosaurs, but humans as well!



.... I WILL HAVE CONTROL OF JURASSIC PARK!



"PREPARE FOR DROP."

AWESOME CINEMAS



IT'S A DEADLY,
FUTURISTIC
GAME OF CAT
& MOUSE.

AND
SUDDENLY
YOU'RE
CRAVING
CHEESE.



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Iron Helix™—1994 SPA Best Strategy
Game of the Year—is now on Sega CD™.

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Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



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He's Here To Take Out The Trash.



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Blackthorne Art Work
signed by Jim Lee the artist!

JYLEE

See your local retailer for details.

MY ENEMIES ARE MORE EVIL AND
REPULSIVE THAN I EVER IMAGINED.
THEY ARE BRUTAL, HIDEOUS CREATURES
WHO DELIGHT IN BUTCHERING THE
INNOCENT, THE UNARMED... MY PEOPLE
I GROW IMPATIENT TO AVENGE THE
VICTIMS IN THIS HELLISH PLACE. THERE
HAD BEEN MUCH BLOODSHED, BUT THE
NIGHT IS YOUNG. AND IT'S TIME THEY
MET BLACKTHORNE.

Kyle

Interplay

Or don't play at all.

BILZARD
ENTERTAINMENT

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**SPECIAL
FEATURE**



DAY OF THE ZOMBIES

Recently, *EGM* took a trip down to sunny Puerto Rico for the filming of Digital Pictures' latest CD-ROM shooting game, *Corpse Killer*. In the world of interactive CD-ROM games, Digital Pictures is a giant. With such titles under their belts as *Sewer Shark* and *Night Trap*, it is easy to see why DP is considered the leader of the genre.

EGM's resident traveling geek, Mike

Forassiepi, arrived in San Juan right in the middle of the worst draught in recent memory (it figures). Trucks loaded with water had to be dispatched in order for guests at the hotels to bathe. No amount of bathing in rusty, smelly water could prepare Mike for what he was about to see.

First, some background on the game *Corpse Killer*. You play the part of a member of a Navy SEAL team sent to a remote island to terminate Dr. Hellman, a mad scientist who is raising an army of zombies. Dr. Hellman was, at one time, part of a top secret government project known as Operation Manpower. This program was designed to overcome a shortage of soldiers by using criminals who have been executed for capital crimes. If you are bitten by one of these zombies, you slowly become one yourself.

The man behind the magic is Tom Zito, Digital Pictures' president and CEO. Tom, along with his Vice President of Corporate Communications Michelle Jordan, brought Mike into the heart of the Puerto Rican jungle for a behind-the-scenes view of how an interactive CD-ROM game is made. (Continued on next page)



The picturesque island of Puerto Rico was the setting for some ghoulish goings-on. The island is in the middle of its worst drought ever!

The masks that the zombie extras wore were made of a thick, latex rubber. The costumes were very uncomfortable in the Puerto Rican heat.



Here come the zombies! This game screen ought to give you a pretty good indication of how the final product will look. Oooh, scary!

Members of the crew prepare a jeep for filming. The camera must be mounted on the side of the jeep to give the player a first-person perspective.





Being a zombie can be tough work! Here, a crew member helps one of the many zombie extras to don part of his costume.



Tom Zito, president and CEO of Digital Pictures, is the man responsible for some of the most imaginative CD-ROM titles ever.

Looking more like a junkyard than a movie set, this stretch of beach is where a battle takes place between the player and a pack of angry zombies.



The cameras roll as Brigett Butler gets ready for yet another short scene. In this one, she'll have to drive a jeep and talk to the game player.

When finished, the scene being filmed in the picture above will look something like the screen shot at the right. Pretty convincing, huh?



The sets and props looked very realistic. This fake plane crash on the side of the road shows that lots of attention was paid to detail.

The first thing that was immediately apparent was that this was to be no small production. There were literally scores of production members scurrying around carrying cameras, lights, cables, make-up, and anything else you can imagine. It was quite a sight! Meanwhile, further into the forest, about 20 crew members were filming a portion of Corpse Killer where photojournalist Julie Barnes (played by Brigett Butler) is being attacked by a swarm of hungry zombies. The extras who were dressed as zombies had probably the most difficult job. They had to endure the Puerto Rican heat for hours on end while wearing thick, latex rubber zombie masks.

Throughout the day's shooting, Tom Zito keeps an ever-watchful eye. Corpse Killer will feature over 60 hours of game play when completed. This translates into many weeks of uninterrupted shooting (weather permitting) and post-production work. Digital Pictures has an enormous production budget of over \$8 million this year. DP plans on releasing five new interactive titles within the course of a year! Mr. Zito obviously has his work cut out for him!

Back on the set, everyone is breaking for a quick lunch (Hey, zombies have to eat too!). Under a large tent, everyone is eating quickly. There is still a lot to do before this day is over. Afterward, the crew begins setting up for a stunt in which a jeep is driven off of the road and into a ditch. The scene is filmed again and again until everything is done just right. For about 20 seconds of onscreen game action, three to four hours worth of filming is done.

A lot of work goes into making Digital Pictures' live-action CD-ROM titles. More work than most people realize. You don't have to tell that to the production crew, they already know!

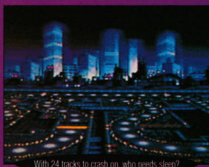
THIS WAS NOT A WINDSHIELD. THIS



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WAS A TV SCREEN.

SOME RACING



GAMES ARE MORE



IN YOUR FACE



THAN OTHERS.



COMING THIS NOVEMBER
FOR THE SUPER NES®.

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SPECIAL FEATURE!

THE THRILLA GORILLA:

Donkey Kong, King of the Nintendo jungle of characters, is back and he's bigger and better than ever and available for the first time on the Super NES. This beast of a game is bigger than any other Nintendo game ever made with 32-Megs of power and completely computer-rendered graphics, giving the game a three-dimensional look made possible through Nintendo's partnership with U.K. developer Rare Ltd.

Donkey Kong Country is Nintendo's flagship product for its second half and reintroduces one of the most popular video game characters in history (introduced in arcades over 10 years ago). It is also the first video game to use ACM (Advanced Computer Modeling), a proprietary design technology using Silicon Graphics, Inc., workstations and Rare Ltd.'s proprietary development systems.

The new game features Donkey Kong and introduces his monkey sidekick, Diddy Kong, in a romp through fantastic worlds of adventure where they meet up with a cast of new friends who assist them in defeating their enemies and the diabolical evil Kremlings.

Donkey Kong Country has some of the best game play the Super NES has ever seen with smooth, fluid movement of Donkey Kong and Diddy Kong. The perfect response time just adds to the game making you feel like you're a part of the fast action around you.

With extensive levels to play through, tons of secret and hidden levels, this one-player action/adventure game will challenge any game player and demonstrate the ultimate evolution of a Super NES game, bridging the gap between 16-Bit and 64-Bit technology.

DKC is an incredible breakthrough game in every shape and form. You'll only see it on the Super NES—NOT on 32-Bit adapters or on a nearby planet. The Jungle fever starts November 21!

DONKEY KONG COUNTRY



Use Your Friends of The Jungle

In the vast depths of the jungle you will find these friends. They can help you tackle your enemies and different obstacles.

Espresso allows you to briefly fly in the air avoiding any nasty enemies in your way.



Espresso Charger



Ram your enemies at full speed. You can also break through walls with this guy.

En Garde



You can destroy enemies in the water with the help of this shark.

Winky allows you to jump higher into the air.



Winky



Tag Team Action



Unfortunately Donkey Kong Country is not a two-player game, but you are able to control both Donkey Kong and Diddy Kong in the game. The game is basically set up in a two-in-one hit manner. You start off by playing as one of the characters in the level. Along the way if you break open a special barrel the other gorilla will pop out and follow you around. As soon as you get hit by an enemy or by a Boss the character you are playing will die and the other teammate will take his place. In some instances if you lose one of your teammates you will be able to find a special barrel in that same level to become a team again.



Level One: Kongo Jungle



Kongo Jungle is the first level in the game you will discover. Each level in the game is made up of several sub-levels for you to work and fight your way through. It's in the Jungle Japes sub-level where you can find the rhinoceros. With the rhino you can break through a wall, allowing you to find a secret cave level. Most of these levels are just made for Donkey and Diddy Kong to rack up free gorillas. There is also a water and a night scene to parade through.



Items To Grab

Keep a sharp eye out for these icons. You'll need them to get gorillas.

Banana



These bananas are everywhere. Collect one hundred and you will receive an extra gorilla.

Bunch



The bunch of bananas is worth 10, making that one hundred much easier to reach.

Letter



If you find all the letters to spell out KONG you will get an extra gorilla.

Barrels O' Fun

Here are just a few of the various barrels you can use in the game.

Barrel 1



When you jump inside of this barrel you will be shot out of it immediately.

Barrel 2



Inside of this barrel you are able to control when you would like to be shot out of it.

Barrel 3



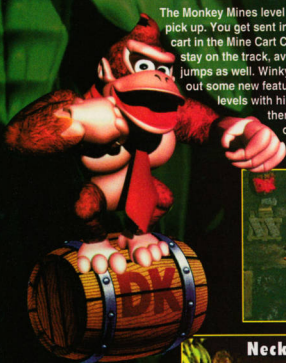
Your teammate will be inside of this barrel, unless you were hit previously.

Very Gnawty Beaver



Very Gnawty Beaver is the first Boss you face. The way to defeat him is to jump repeatedly on his head. His attack pattern is very basic and easy to break.

Level Two: Monkey Mines



The Monkey Mines level is where the game pace starts to really pick up. You get sent into high gear when you ride inside a mine cart in the Mine Cart Carnage section. Here you try your best to stay on the track, avoiding oncoming carts, and some nasty jumps as well. Winky the frog is in the next section for you try out some new features. You are sure to find some hidden levels with him if you jump in the right spots. Also there are moveable tires for you to find in order to get to new locations in the sections. All in all, Monkey Mines is sure to keep you quite busy.



Necky The Vulture

At the end of the Monkey Mines level, the Boss to fight is Necky. Necky is a huge vulture that pokes his head on either side of the screen, usually at the top. As soon as he appears on the screen he will open his mouth and spit out a rather large nut. To destroy Necky, jump onto the rubber tire located in the center of the screen. This will give you some extra height so you land on top of his head.



Snow Barrel Blast Level





Level Three: Vine Valley

Vine Valley is one of the hardest levels in the game, due to some of the new enemies you fight. The Zinger is one of the most troublesome, since you can't jump on top of it to defeat him. Your best bet is just to avoid them. Espresso the ostrich is in these parts for you to team up with. He is able to fly momentarily which comes in quite handy when there are some difficult jumps around and too many creatures in your way. There is also another water level here. The fish have been replaced with killer sharks so swim carefully.



When fighting the Big Zinger you can't jump on top of him to damage him. All of the spikes that surround his body are protecting him. The only way to do any kind of damage to him is to launch barrels that appear on the screen. Once you chuck a barrel at him he will turn red and attack at a much faster pace. You then have to wait for him to turn back into his normal color before you can damage him again.



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J.R.R. Tolkien's spellbinding tale of war, adventure and the fateful power of the one ring, is the cornerstone for an entire generation of fantasy role playing games. While many tried to duplicate this mystical epic fantasy, none succeeded, until now.



Interplay

Or don't play at all.

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& BEFORE SEVENTH SAGA, THERE WAS . . .

RINGS™



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SPECIAL FEATURE!

Kasumi Ninja

When the Jaguar was released nationwide this past spring, gamers wondered if this 64-Bit machine would rule over the 16-Bit systems. As the months rolled by, the support for the Jaguar in bringing out games had not risen. Many wondered if they should purchase this new system. Now that companies realize the capabilities of this system, game programmers are finally producing games that will attract gamers who are waiting for the system to really launch.

If you've been keeping up with the *EGM* issues, you have seen some of the games we've previewed, but now more are in the complete process. Don't worry, *EGM* has some new goodies for you to see in the following pages. In this Special Feature we'll preview *Kasumi Ninja*, *Checked Flag*, *Brutal Sports Football*, *Iron Soldier*, *Wolfenstein*, *Ray Man*, *Flashback*, and *Ruiner*.

Rely on the *EGM* staff to show the latest pictures on this 64-Bit machine as it launches its way to the Christmas season with its very own games.

Here's something for all you fighting fans looking for a bloody game. The characters are filmed to give you a lifelike feel of the game, all playing in front of cool backgrounds! Choose from a variety of characters having different fighting styles

and skills. Of course, combos and fatalities are here for your enjoyment, too.



Talk about bloody action, this game has the most blood shooting out of the characters' bod

Play the same character and see who's the master.

ies. With these fatalities, more blood can be seen. One bloody game!



CHECKERED FLAG



Time to burn some rubber and get out of the gate quickly. It's taken a

while and a name change or two, but Atari is ready to wave the green flag



with *Checked Flag*, the next generation of racing games. If you like fast action you'll enjoy this cart.

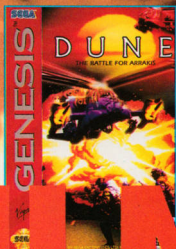
Burn through the tracks using various views like the cockpit view or the overhead view. Also, change your vehicle's configuration to increase your performance on the tracks. The fast-paced action will keep you on your toes. Watch out for those sudden sharp turns.



JAGUAR

FOR THE SEGA™ GENESIS™ SYSTEM.

**NO NEGOTIATION.
NO TRUCE.
CRUSH YOUR ENEMIES.
CONQUER DUNE.**



DUNE

THE BATTLE FOR ARRAKIS



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Winner of the
EDITORS' CHOICE GOLD AWARD
ELECTRONIC GAMING MONTHLY

Westwood
GAMES



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**SPECIAL
FEATURE!**

BRUTAL SPORTS FOOTBALL

Looking for a bizarre football game? Add some swords, blood, and mysterious players and you get Brutal Sports Football. This game is not your ordinary football. As I said this game involves swords, shields, and other things that you can't find in a regular game of football.



Hey, anything goes on the field. Fight off the offense with your weapons.

Also, the regulations have been twisted a bit to use weapons against



your opponents. Scoring the TD is quite basic; run or kick the



ball in the goal. The ref is only there to start and end the game.

So, to make it short and easy for all you gamers out there, anything



can happen in this football game. This is one riveting cart that you won't want to miss if you own a Jaguar.



Blast your way through the buildings as you search for enemies lurking within.

Now here's something to talk about. This futuristic game involves the use of mechs or gigantic robots. The texture-mapping is incredible, and highly-detailed graphics really set the tone on this arcade-like game.

You're seated in the cockpit of a mech where you must walk around in search of the enemies showing on your radar. Blast buildings in the way using missiles to get rid of the tanks and helicopters hiding behind them.



deadly weapons that are searching for you.

This game is not all shoot-'em-up action, it requires strategy where you must find ways to complete your mission while using your



Of course, there will be other mechs armed with



armaments wisely as they are limited. Atari sure is showing

its colors on this game. Gamers will be surprised at how



good this game looks. Stay tuned to EGM to bring you more pictures and news on this exciting game.

Iron Soldier

JAGUAR

WIN A LETHAL ENFORCERS II- GUN FIGHTERS ARCADE MACHINE! LETHAL ENFORCERS II & GUN FIGHTERS

Gun Fighters

TO ENTER:

Send in a postcard with your name,
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1 GRAND PRIZE:

One Lethal Enforcers II &
Gun Fighters Full size
Arcade Machine

5 First Prizes:

One Sega CD Lethal
Enforcers II-Gun
Fighters Game

5 Second Prizes:

One Sega Genesis
Lethal Enforcers II-
Gun Fighters Game

Contest Rules: 1. **No Purchase Necessary.** No purchase or payment of any money is necessary to enter. One entry per household. All entries must be hand-written. Mechanically reproduced entries will not be accepted. Entries must be received by November 1, 1994. All entries become exclusive property of the Sponsor and will not be acknowledged or returned. Sponsor assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdelivered entries. 2. **Prizes:** 1 Grand Prize: Lethal Enforcers II-Gun Fighters Arcade Machine. Grand prize is valued at \$4500.00. 5 First Prizes: One Sega CD Lethal Enforcers II-Gun Fighters Game. First prize is valued at approximately \$59.00. 5 Second Prizes: One Sega Genesis Lethal Enforcers II-Gun Fighters Game. Second prize is valued at approximately \$59.00. Winners will be determined at a drawing to be held on November 15, 1994. All prizes will be awarded. Prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prizes become unavailable. 3. **Odds of Winning.** The odds of winning will be determined by number of valid entries. 4. **Eligibility.** Sweepstakes open to residents of United States and Canada. Upon request by Sponsors, winners shall sign a Liability/Publisher release within 30 days or forfeit prize. Employees of Senda Publishing Group, Inc., and Konami and their respective affiliates are not eligible. Neither Senda Publishing Group, Inc., Konami or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. **Winners List.** For a list of winners, send a stamped, self-addressed envelope to Lethal Enforcers II-Gun Fighters Contest Winners, 1820 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by December 1, 1994. Allow 4 weeks for delivery of winners list. 6. **Restrictions.** Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. **Contest sponsored by Senda Publishing Group, Inc. and Konami.** Electronic Gaming Monthly is a trademark of Senda Publishing Group, Inc. Konami is a registered trademark of Konami Co., Ltd. Lethal Enforcers II and Gun Fighters are trademarks of Konami (America) Inc. © 1994 Konami (America) Inc. All Rights Reserved.

**ELECTRONIC
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MONTHLY**



SPECIAL FEATURE!

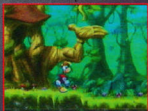
JAGUAR

64-Bit
Interactive
Multimedia
System



All the levels have been completely redone to take advantage of the Jaguar's capabilities!

Ray Man is one of Atari's newest attempts at a Mario-style adventure, and from what I've seen so far it looks like a winner! The levels are complex and are filled with detailed back-grounds. Join our hero, Ray Man, as he attempts to right



Flashback



The cinemas that you just can't get enough of are here, and with more frames of animation!

the wrongs that have been done to his world! Atari has captured the Mario-type fun in this one!



RAY MAN

Unlike the other versions, this game will surely catch your attention with the highly-



detailed backgrounds and the smooth animations of the characters. Plus, the improved sound effects are highly commendable. This one's worth waiting for.

Amazing cinemas give you a break from the intense game play.



The 3-D rendered levels must be seen to be believed! Truly incredible!



Wolfenstein



This game has been on practically every system, but this Jaguar version looks and sounds impressive.

All of your favorite levels are here, but



that's not all! A multitude of weapons are here for you to use against the many enemies who lurk within the walls of

the mazes. All aspects of the game have been revived to give the feeling of



being in the game. Atari has really shown what this system can do in terms of graphics and sounds. Good job, Atari.



This is one extraordinary pinball game that has bizarre graphics that will twist your mind. Watch out for bats and other strange creatures as you

RUINER

try to get the highest points and get to the



higher levels of the game. Cool.



The Oracle Octave from Oracle Science International, Inc. is an astrological

animation system that deals with your astrological relationships and birth chart. Check in later issues for this astrological game. It's definitely different!

JAGUAR

ANOTHER GREAT RPG FROM ENIX!



THE INVENTION MACHINE!
GIVE YOUR CREATIONS
LIFE!



CHECK OUT THE PLANET
ON YOUR "VIEW" SCREEN.
GOTTA KNOW WHERE
YOU'RE GOING!



GREAT ANIMATION!
HEY, FIGHTING DOESN'T
HAVE TO BE BORING!



YOU'VE GOT THE KEYS TO YOUR DAD'S
INVENTION MACHINE! GO CRAZY!

CREATE AND COMMAND YOUR OWN SMALL
ARMY OF ROBOTS! CREATE WEAPONS,
ARMOR & ITEMS!

EXPLORE A TOTALLY NEW PLANET AND
VISIT PLACES IN OUTER SPACE! COOL...

SUPERIOR GRAPHICS AND SOUND!

OVER 35 HOURS OF GAME PLAY...

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SOULBLAZER!

ROBOTREK



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TEAM EGM

VIDEO COWBOY BUCKING SPORTS TRENDS WITH ICEMAN

There's a new sports gaming guru on the EGM team. I'm the Video Cowboy and I'm out to put the Iceman on ice, knock him on the grass on the gaming gridiron, and burn by him on the paved ovals of the gaming world.

Get ready gamers as I face off against the Iceman as we kick off another issue of Team EGM sports.

The Rookie has been sent to the minors. While he's sitting on the pines, the Iceman and I will be going head-to-head each month, bringing you the latest pieces of news from the world of sports games, here on the pages of EGM.

From tossing touchdown passes to finding out what new exclusive sports gaming products will be coming out, I'll be carrying the ball on the EGM sports team each issue.

My favorite game is NHL Hockey '92 by Electronic Arts; I love the fighting feature. If you ask me, their entire series of hockey games rule.

As far as previewing and reviewing games in the future, I'll be standing by Iceman to give you the best opinions and inside gaming goodies on all of the top games. We'll be on the phones getting you the latest rumors and gossip from around the world.

So strap on your helmets and hold on tight. We're tag-teaming to bring you the most sports gaming news and reviews on the planet.



EA has something for you! See the latest pictures on NBA Live '95!



Try to keep up with the fast-paced racing on Michael Andretti's Indy Car Challenge.

FIRST LOOKS AT UPCOMING SPORTS TITLES

Time to lace up the skates and take a look at what makes the hockey games that are coming out for the Sega Genesis tick. As usual, NHL Hockey '95 kicks. Sony Imagesoft also climbs onto the ice with ESPN National Hockey Night for the Sega Genesis.

This issue we also have some prime football action on tap as we bust heads, put on the shoulder pads, and take to the gaming gridiron with Troy Aikman NFL Football by Williams Entertainment (formerly Tradewest), Software Toolworks' NCAA Football and Madden '95 by EA, debut on the Super Nintendo as well.



Take a ride to the wild side in 3DO's version of Road Rash. Great cinemas!

We'll also crash and burn, and look at the latest and greatest Road Rash ever made as it rocks and rolls on the 3DO.

We'll even take a trip to the hard court and slam and jam with NBA Live '95 by Electronic Arts. We'll rock the rim with the "Awesome One" Dick Vitale Basketball by Time Warner Interactive.

From there we'll change gears, burn some rubber and come out of the hole quickly with ESPN Speedworld for the Genesis, Al Unser, Jr.: Road to the Top for the Super Nintendo, and Michael Andretti's Indy Car Challenge for the Super NES by Bullet Proof Software.

Hold on tight, it's going to be a fast and wild ride to the checkered flag this month!



Invite some friends over and really have a kick racing on the tracks of Street Racer.

3DO NHL HOCKEY TO BE ANNOUNCED

There's about as many hockey games sprouting up as there are commercials featuring Wayne Gretzky. Very few hockey titles have garnered the kind of attention or put the numbers on the board that NHL Hockey by EA Sports has, but companies keep trying. This year's version of NHL Hockey is fresh and new. Although it's their fourth kick at the hockey can, it's the best version yet. They used all of the members of their bench to produce this game. Look for an in-depth preview of the Genesis version of NHL Hockey '95 on page 154.

A Sega CD version of NHL '95 is also being planned and they're shopping around for a developer to make a version of their popular title for the 3DO. Inside sources are suggesting that to take advantage of the MPEG technology that is built into the 3DO, full-motion video will be utilized in the 3DO version. They're searching high and low, but they won't have to look much farther as a couple of companies have shown interest. It's all hush-hush for now, but when they talk, we'll be all over them like a dirty sweat-shirt.

It seems hockey is a popular genre and Sega is working on Sega 32X and Saturn 3-D hockey titles that will feature different views of the ice, perhaps from under the ice. Now that would be cool!



Battle it out on the field of ice as you compete in EA's NHL '95 for the Genesis.



MANUFACTURER
TENGEN
CARTRIDGE SIZE
8 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 OR 2

ANOTHER SEASON FOR THE RBI BASEBALL FANS



Super RBI Baseball is loaded with stats, for both the team and individual players.

It's time to go deep over the wall in left field with Super RBI Baseball for the Super Nintendo.

The game is being released by Time Warner Interactive who recently acquired Atari games. This game is a faithful translation of the Tengen RBI Baseball series that has been out for the Genesis. The game has a Major League Baseball's Association License and has some very cool features, including isolated views of the field of play, showing distinct views



The batter's screen sequence shows you a lot of things that happen on the field.

of first and third base. In the Movie Mode you can see members of the crowd doing the wave, the third base coach giving signals to the batter, and the runner.

The game features a home run derby, a Practice-Your-Defense Mode, plus a half season, a full season, and a World Series Mode.

The Difficulty settings Easy, Medium, and Hard work well.

In the Easy Mode a red X appears where the ball will land. Get



Look out, bases are loaded. Substitute a pinch hitter who can knock one out of here to score all of the runs in.



A better chance in catching the ball, try getting at the marker before the ball lands.

there before the ball lands and you will have a sure out. In the medium and hard difficulty settings, the red X does not appear.

You can use the L and the R buttons on the top of your controller to lead off of the bag. You can either increase or decrease the size of your lead.

When up to bat, press to get the best-pitched ball. Watch it as it flies out of the strike zone.

If you press the swing button, your batter will stop swinging and the ball won't be called a strike. This is the first game that allows you the luxury of pulling back your swing.

A line score feature keeps track of your stats, including all of the singles, doubles, triples, home runs, walks, stolen bases, and errors that take place during the game. A good feature for stat lovers.

MORE FEATURES ... ALL OF YOUR FAVORITE PLAYERS ARE HERE

Play in all 28 of your favorite major league ballparks. Everything from the Ivy along the outfield wall at Wrigley Field to the Green Monster in Boston is included.

All of these options add to the feel of stepping up to the plate and facing off against big league pitchers.

I saved the coolest feature for last—the Game Breakers Option. If you think you're really good, begin a game down two or three runs in the bottom of the ninth inning and try to win.

There are 17 different, difficult scenarios to test your Super RBI Baseball skill level. I can't wait to do a full review.



The animations of the players are done well. Check out the stealing sequence.

SUPER R.B.I. Baseball



MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
12 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

HANGING FROM THE HOOP WITH NBA LIVE '95



Time to rock the rim and give you some straight talk on EA Sports' newest trip to the hoop.

The game has been modified, reworked and has new player animations and a different view.

They call it a 30 percent isometric view; I call it the same view that's seen during fly passing, including the all-new



Check out the awesome dunks that you're able to do. Watch out—your opponent can jump and grab the glory away from you.



Alley-oop. It's a move that's jamming. There are many more reasons to take it to the hoop including an Adjustable Rules Menu that will allow you to customize the rules, turn off fouls and the shot clocks to modify the game. This game can also be played using the Super NES five-player adaptor.

The game also tracks your stats. Just enter your name, and it doesn't matter which team you choose, your winning percentage and shot percentage will be kept in the record book for you to refer to.



The shooter's bar will determine if you're able to make the free throws.

If going to the hoop for an in-your-face jam is your specialty, you won't be disappointed.

A new feature this year is a Play Calling Strategy Mode that you can access. Choose isolation or post plays plus which offensive or defensive set you want to use. While inbound the ball, you can select a play using the control pad or the computer will choose one from the

TEAM STATS

	208	172
TOTAL POINTS	93/152	78/146
FIELD GOALS	6/11	5/9
FIELD GOAL %	22/42	37/29
3 POINT %	5/23	1/10

STANDINGS

PACIFIC	W	L	GB
LA LAKERS	1	0	-
SACRAMENTO	1	0	-
PORTLAND	1	0	-
SEATTLE	0	0	0.5
LA CLIPPERS	0	1	1.0
PHOENIX	0	1	1.0
GOLDEN STATE	0	1	1.0

NBA Live '95 brings you closer to the game with the in-depth stats of teams.

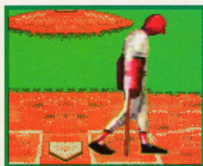
set for you randomly.

You can play the entire season, a single exhibition game, or you can jump right to the Playoff Mode, but don't go there until you're a master of the air. I learned that the hard way. There is a Rookie, a Starter, and an All-Star Mode. It was tough getting the Iceman away from this game to finish our work.

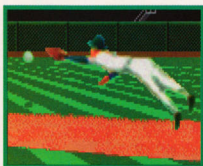
I finally had to grab a controller, plug it in, and corral a victory in the final seconds of the game with a Tomahawk jam. I wanted to play as the Raptors, but they haven't started official league play yet.

I had to settle for the New York Knicks, but I'm glad I did. They ruled the back court like kings against those aging Bulls during our match-up.

NBA LIVE 95



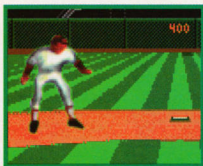
BATTER HANGS HEAD IN SHAME AFTER STRIKEOUT. DAN PATRICK RUBS IT IN BY ADDING "THE WHIFF."



INFIELDERS DIVE TO SNAG LINE DRIVES.



CATCHER LEAPS UP FROM CROUCH TO GUN DOWN GREEDY BASERUNNERS.

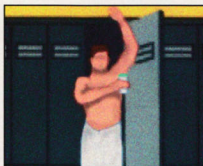


BASERUNNERS CREEP SLOWLY OFF THE BAG TO AVOID BEING PICKED OFF.

WHEN WE CREATED THIS GAME, OUR OBSESSION WITH REALISM ALMOST GOT OUT OF CONTROL.



BATTERS COLLAPSE IN PAIN AFTER GETTING HIT BY A PITCH.



PLAYERS CHOOSE FROM THREE DIFFERENT DEODORANT SCENTS: ORIGINAL, MUSK, OR ALPINE BREEZE.



THE PENNANT FEVER EDITION OF ESPN BASEBALL TONIGHT IS HERE, AND IT'S SO REALISTIC IT'S SCARY. PLAYERS GET NAILED BY FASTBALLS, MOPE WHEN THEY STRIKE OUT, DIVE INTO HOME PLATE AND LEAP BACK TO THE FENCE TO STEAL HOMERUNS.

THE GAME IS LOADED WITH INCREDIBLE CD FOOTAGE. YOU'VE GOT JUMBOTRON ANIMATION AFTER HOMERUNS, AND VIDEO FOOTAGE TO HELP YOU CELEBRATE WHEN YOU WIN THE WORLD SERIES.

EARLY IN THE SEASON, CHOOSE "EASY" OR YOU'LL HAVE TO WATCH YOURSELF WHIFF DURING THE INSTANT REPLAYS. AS YOU HONE YOUR SKILLS, TRY THE "DIFFICULT" MODE. JUST IGNORE

CHRIS BERMAN WHEN HE MAKES YOU FEEL LIKE A SCRUB.

YOU CAN PLAY A FULL 162 GAME SEASON (INCLUDING BOTH ROUNDS OF THE LCS), AND TRACK YOUR PLAYERS' STATS ALL THE WAY TO THE FINAL GAME OF THE SERIES.

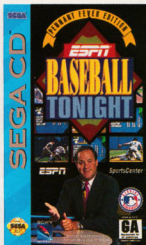
IT'S THE MOST INTENSE BASEBALL SIMULATION YOU'VE EVER PLAYED. SO CATCH THE PENNANT FEVER EDITION OF ESPN BASEBALL TONIGHT ON SEGA CD, BECAUSE...



Over 10 minutes of digitized CD footage.



28 Major League stadiums in incredible detail...everything from the Kansas City scoreboard to the try in Chicago.



All 28 Major League teams

***** EVERYTHING ELSE IS JUST PRACTICE. *****

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MANUFACTURER
UBI SOFT
CARTRIDGE SIZE
8 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

LET THE ENGINES ROAR.
VROOM ... VROOM



As you compete in the championship, all racers will be fighting for first place.

Have you played Super Mario Kart and couldn't get enough of it, or played Road Rash for the Genesis and had the time of your life? Mix the two together, combine their most exciting elements, and you'll come up with Street Racers. This game has something for everybody. Members of your entire family will want to saddle



Let the engines roar as you blast your super-powered nitros to get ahead.

STREET RACER

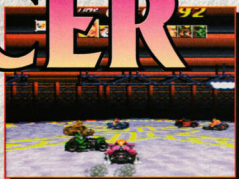


Don't forget to punch or use your weapon to slow the other riders down.

up with this game. The person with the best killer attitude, combined with the fastest hands on the control pad, will win in this cool game of on-the-road action.

You have eight cars to choose from and as many drivers. You and three of your pals can play against each other in the Four-player Mode, but you must have a four-player adaptor.

The catch here is that each driver has his own strengths, weaknesses, and special weapons. The object of the game is to finish first and in one piece. It's as much fun as you can have with your cowboy boots on. If you enjoy punishing your competition, this game is for you.



In the Rumble Mode, you'll have to knock all the other drivers off the barricaded ring.

THE STREET RACERS



Meet the street racers you can choose from. Each racer has a unique weapon that he/she can use on the other drivers. As for the power and performance of the vehicles they drive, it varies in speed, handling, acceleration, attack, and defense. Pick one that suits you to carry you through the crazy races and toward the championships.



As a treat, your vehicle comes equipped with a special weapon.

VARIABLE SKILL LEVELS AND MUCH, MUCH MORE!

If you are playing against a competitor less skilled than you, you can go into the Options Mode and turn ON all of their options and



turn OFF yours, in order to make it more fair. You can choose from one to 24 tracks



and customize the order in which they appear.

Results are posted at the end of each race and bonus points awarded for the fastest lap, number of stars collected, punches executed, and a perfect bonus for finishing a race without sustaining any damage. In the Cup Select Menu choose the level of difficulty for the entire season of races.



The easiest is Bronze, with a six track season, followed by Silver with 10 tracks, and Gold with 14 tracks. You can even practice the Soccer Match Mode or the Rumble Arena. The Practice Mode is a good place to start. This allows you to determine the strengths and weaknesses of each character. You've never played bumper cars like this or this unique brand of soccer before my fellow buckaroos!

POINTS TABLE		
PLACE	DRIVER	POINTS
1 ST	HODJA	10+ FLAPPING HORNS
2 ND	HELMUT	9+ FLAPPING HORNS
3 RD	SURF	7+ FLAPPING HORNS
4 TH	RAFAEL	5+ FLAPPING HORNS
5 TH	SUNO SAN	3+ FLAPPING HORNS
6 TH	SUZULU	1+ FLAPPING HORNS
7 TH	BIFF	0+ FLAPPING HORNS
8 TH	FRANK	0

The Points Table will show you how you did in the race. Look for bonus points.

BIG-TIME BUMPER CARS!

You use your car to speed around the field, trying to get the ball to score. The automatic goal keeper doesn't look like much, but he's worth his weight in scrap metal. He's quicker than a greased pig on the run inside the slaughter house.

In the Rumble Arena, it's an all-out free-for-all, with the last car on all fours being named winner. The way to put the boots to the other drivers is to crash into them and knock them out of the arena. Each character has his/her own special weapons or tactics. Hodja will use his Ottoman dagger swipe, Frank uses his Monster Bash, Suzulu uses his Voodoo Stick Poke, Biff uses his baseball bat, and Raphael uses her quick jab.

At the end of each race—Rumble or Soccer—you can replay the action.



Don't get too far behind everybody or you'll have some very serious problems catching up with the rest of the field.

To repair your car, run over the yellow squares with a wrench on it. Pick up blue squares to get Turbo, and yellow squares with a red star for bonus points. Watch out for road hazards, including green and orange mines. This game is a hoot!



Take time from the championships and play a little bit of soccer on the side.

FINISHING TIMES		
POS		TIME
1 ST	RAFAEL	00:33:42
2 ND	FRANK	00:36:54
3 RD	SURF	00:36:89
4 TH	HELMUT	00:37:69
5 TH	BIFF	00:37:76
6 TH	HODJA	00:38:14
7 TH	SUNO SAN	00:39:44
8 TH	SUZULU	00:39:58
FASTEST LAP: RAFAEL		00:05:54
PRESS START BUTTON		

After finishing the races, check out the finishing times to see how well you did on your total time throughout the race.



MANUFACTURER
SOFTWARE TOOLWORKS
CARTRIDGE SIZE
8 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 OR 2

GENTLEMEN, START YOUR
ENGINES!



Tired of the competition from the CPU? Go head-to-head and compete with a friend.

Time to kick into overdrive and go airborne as we take off over the snow-covered hills and paved courses of Al Unser Jr.'s Road to the Top racing.

Time to buckle up and kick these sports pages into high gear my fellow buckaroos as we take an action-packed trip through this game.

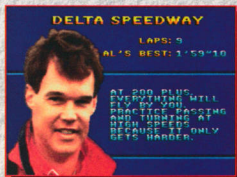
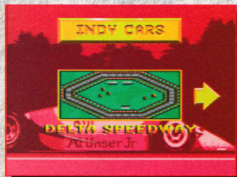
You can drive to the checkered flag using go-karts, snowmobiles, Irocs, and Indy Cars in a One- or Two-player Mode. It's a unique option to have a wide variety of vehicles to drive.



Race in the Iroc division, or race in the big leagues driving Indy cars.

Al Unser Jr's ROAD TO THE TOP

MANY FEATURES AND OPTIONS
AT YOUR DISPOSAL



You can pick from a variety of tracks. Al, of course, will give you advice along the way.

There is an Easy, Medium, and Hard difficulty setting.

Once you make your choice, take to one of the 12 different tracks using one of the four vehicles.

Try to get off the starting line quickly. If you fall behind at the start, you're toast.

There is no manual transmission in the Easy Mode and the gears are changed for you. In the Hard Mode, you manually shift the gears using



After finishing a race, you'll be able to see where you finished and your rank.

the L button to downshift and the R button to upshift.

You can meet Al Unser Jr., in the ultimate race on a new track if you win.

To race against Al, you must win in the Race to the Top Mode and place first in the final Indy Car race of the season.

Passwords let you record your progress as you race your way through the many windy twists and turns of this game. In case you were wondering, the Indy 500 was the pinnacle win of Al Unser Jr.'s racing career. Did you know he began his prestigious career racing go-karts?



Snowmobiles? Yes! Compete in the snowmobile races as you dodge other players on the tracks with ramps and sharp turns.



MANUFACTURER
BULLET-PROOF
CARTRIDGE SIZE
8 MEG
RELEASE DATE
OCTOBER
OF PLAYERS
1 OR 2

RACE THE TRACKS OF THE WORLD WITH MICHAEL



Before the races start, Michael will give you a tip on what to expect.

Time to gas up and head out onto one of the 16 championship Indy Car RGP tracks around the world.

Just like the big name drivers on the circuit, your season begins in Australia and motors through the Molson Indy in Toronto to each of the stops on the Indy car circuit to see who will be crowned the Indy Car champion.

Players can choose to join the championship circuit and take part in a 16-race season. You'll get a password after every race that you can use.



During the races Michael will advise you to take certain precautions.



FAST-PACED RACING KEEPS YOU COMING BACK FOR MORE

Michael himself gives you advice on each course and little tricks to help you gain those pre-

cious extra seconds. Before you get behind the wheel, become your own head mechanic, making adjustments to your car. You can adjust tire pressure, downforce, and gear ratio.

High tire pressure gives you less grip on the road but will increase your acceleration and your top speed. High downforce increases your grip on the track, but decreases your top speed and acceleration rate. A high gear ratio will allow you to attain high top speed but with a slow



The art of passing will come to you. Use your best judgment—it can get dangerous.

acceleration rate. A few practice laps and you'll have it all figured out. The digitized speech is also an added bonus.

Finally, after finishing a race, you'll have the option to view the race from different angles of your vehicle. This is great! You'll be able to see all the action up-close. Good job, BPS!



MICHAEL ANDRETTI'S INDY CAR CHALLENGE BY BPS

Graphics	★★★★	Playability	★★★★
Sound	★★★★	Realism	★★★★

I only have one thing to say about this one—awesome! Every aspect of the game is excellent. The moment I touched the controls I knew this was a winner. The racetracks are similar to the actual ones. Graphics and sounds can't be missed as these are truly what make the game rock! This is the great racing game that I've been waiting for.

This is a fast-action racing game that doesn't quit in the corners. Good graphics and excellent playability make me want to keep coming back for more. Don't forget to stop in the pits for gas or your race will end in defeat as mine did against the Iceman. Sparks fly when you down shift and this game is a true contender for this year's driving title complete with big-time sound.

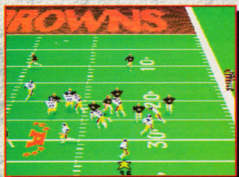
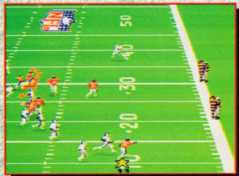
91%
Iceman

82%
Video Cowboy



MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
8 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

MADDEN RULES SUPREME ON SUPER NES



In this year's version, all players and their animations have been redrawn.

Time to hurt somebody in my favorite sport of all time! That's right—football.

Put your helmets on and check your shoulder pads at the door! We're going to get into some heavy hitting with EA Sports, a gaming dynasty in their own right, much like the Dallas Cowboys and the San Francisco 49ers.

John Madden Football '95 from Electronic Arts rules. The game was totally redone after last year's version.

Everything from the artwork to the play calling was reworked. Among the changes is the 48-man expanded roster.

MADDEN 95

PLAY A SINGLE GAME OR PLAY THE ENTIRE SEASON

NFL SCHEDULE FOR WEEK 1

- ☐ RAMS
- ☐ CARDINALS
- ☐ SAINTS
- ☐ CHIEFS
- ☐ BEARS
- ☐ BUCCANERS
- ☐ LIONS
- ☐ FALCONS

RESELECT YET! TEAM SCHEDULE
X-CHANGE, SETUP, STARTERPLAY
MULTITIME SEASON

You can bring in your back-ups and change your personnel depending on the situations this year.

The passing windows can be retained through an option. Play an entire season with the computer, keeping statistics on each team and individual players' accomplishments. This year John Madden himself designed a host of new defenses and had input on the way they were placed in the game. The defenses are tougher, and included in this version are classic NFL defensive alignments from the NFL's best teams.



In the passing sequence, you'll be able to see your receivers heading downfield. You can then choose which one to pass to.



One of the many features that change the game play is that you now have the option to convert two points after the TD.

MADDEN '95 BY ELECTRONIC ARTS

Graphics ****
Sound ****

Playability ****
Realism ****

It's another year of football for Madden fans. I've played every single Madden game and this one definitely grabbed my attention. Every year it gets better and better with newer animations and sounds. The action on the field is intense on both the defensive and offensive sides. Hearing the trash from Video Cowboy, he must be on the payroll at Electronic Arts!

85%
Scoreman

Graphics ****
Sound ****

Playability ****
Realism ****

This game rules with new and bigger player and touchdown animations, new defenses, and all the new rules. Kick-offs from the 30 yard line and two point conversions make this game rule on the gaming gridiron. I had fun from the time I plugged in this game and broke every world record in it. This game kicks major butt. If you love football like I do, you'll love it.

90%
Video Cowboy



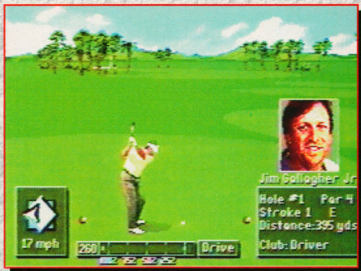
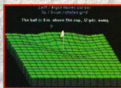
MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
16 MEG
RELEASE DATE
DECEMBER
OF PLAYERS
1 TO 4

IT'S ANOTHER GREAT YEAR FOR PGA TOUR GOLF



Compete in the championships among the very best golfers in the PGA Tour.

Yes, it's another year for PGA Tour Golf fans. In this '95 version there will be more options and features that you've never seen before. Of course the game play is still the same, but overall the game itself has been improved in terms of graphics and sound. Let me take you through the tour on this sequel.



Watch the pros and learn from their actions as they compete against you in the championships on the tour.

The basic fundamentals of the game are secured. Many of the features you see here are noticeable from the past versions. Fly-bys of the field and the 3-D view of the course when close to the pin are similar. Of course, the advice from the pros has not been changed during the fly-bys. The main changes to the game are the graphics of the courses, realistic as they have been made. Plus, not only do you have the courses here—the game takes you to the European Tour where more courses have been



produced, so you have more variety in picking which course you want to compete in. The sound effects on the green are so realistic—like the crowd cheering you on after a birdie or par. The



surroundings come alive as nature reveals its sounds from nearby birds. EA has mastered the golf department, showing it off what they can do with this cart.

PLAY THE PGA TOUR WITH A BUNCH OF FRIENDS

This game features a battery back-up that will save your name and stats in the cart, so you'll be able to compete against your friends, hacking away at the golf ball and improving your stats at the end. You'll be able to come back to a game some other time and still have your current stats on hand. Video Cowboy and I can't wait to get a hold of this cart as we battle it out on the courses of the PGA Tour.



Before you hit the ball look over the courses, see the hazards of the hole.

PGA TOUR '95 GOLF



MANUFACTURER
MINDSCAPE
CARTRIDGE SIZE
8 MEG
RELEASE DATE
OCTOBER
OF PLAYERS
1 TO 4

COLLEGE FOOTBALL STATISTICS GALORE

If you love picking up the old pigskin and hoofing it around the living room on Saturday afternoons while watching college football, this is a game you can play that doesn't trash the furniture. Choose from one of 40 NCAA schools to play as.



Pick your favorite defensive player to tackle the offense of the other team.

NCAA FOOTBALL

You can see more of the plays by scrolling through them by pressing the up arrow.

A unique aspect of this game comes in the form of a radar view of the receivers. A large window at the top of the screen allows you to pick up the

receivers as they move down field. A Weather Mode for those really snowy days in your neck of the gaming woods has also been added.

The Intro Screen with a football player ripping through the NCAA logo is very cool.



Check the colleges throughout the nation and examine their ratings.

An advanced memory capacity (AI) in the game allows the blockers to make their initial blocks, then move downfield to do more blocking.

You can also save multiple tournaments based on teams from the '60s, '70s, and '80s. A window of three plays can be seen on the screen at any one time on offense or defense.



Switch to the player closest to the ball to tackle the person with the ball.



MANUFACTURER
WILLIAMS ENT.
CARTRIDGE SIZE
12 MEG
RELEASE DATE
OCTOBER
OF PLAYERS
1 OR 2

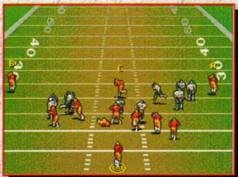
TROY AIKMAN NFL FOOTBALL

but it can be mastered in one sitting. The digitized speech segments, including the grunts and groans of the players are very well done. You can almost feel the impact as they make contact and crash into each other on the field. The team on offense even yells, "Break!" when they come out of the huddle. It gives you the



Approach the line of scrimmage with Troy Aikman NFL Football.

feeling that you're the one stepping up to the line of scrimmage. All of the NFL teams make an appearance here, and there are plenty of plays to choose from.



As you draw back to make a pass, throw to the receiver who is wide open.

TROY WILL CARRY YOU TO ANOTHER CHAMPIONSHIP

This football game features an overhead view of the playing field and offers a Full Season as well as an Exhibition Gaming Mode. Passing in this game is easy and gamers entering into the football gaming genre will find passing a snap. Running the ball isn't that easy,

TROY AIKMAN NFL FOOTBALL

Graphics **
Sound **

Playability *
Realism ***

Zzz ... wake me up at halftime. I'm afraid this game didn't impressed me at all. The characters are too small and the game play's choppy. It's just too busy to see what you're doing and you can't figure out which player you're using. This game doesn't meet my standards. I can't believe the Cowboy gave it a higher score. Maybe he's sick with some fever or something.

65%
Scanlon

WILLIAMS ENTERTAINMENT

Graphics ***
Sound ***

Playability **
Realism **

Smaller than average characters, choppy graphics, but this game needed more time in training camp. Little buckaroos and budding gamers will have fun with this game, scoring at will is easy and there is no D when the computer defense takes the field. I'd definitely sit this one out.

•

68%
Video Cowboy



MANUFACTURER
SONY IMAGESOFT
CARTRIDGE SIZE
16 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

ESPN NATIONAL HOCKEY NIGHT

**ESPN: BULGING THE TWINE
IN A BIG WAY**



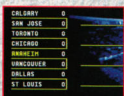
Put on your hockey gear and get ready to label the other team on the ice.

A world leader in sports coverage has lent their name to this fast-action, hard-hitting hockey game featuring all of the actual NHL teams.

The music and the sound effects are brilliant and the players are larger than life. The digitized speech by Bill Clement, ESPN Hockey Night announcer, before and during the game is totally awesome. The game can be played from two different views, from the side or vertical. Statistics are kept during each game and the percentage of faceoffs won, passing percentage shots on goal, and the number of body checks you

hand out are but a few of the stats tallied for you. You can turn line changes and penalties on or off before you play.

The play is fairly



realistic, and they did a nice job. It's a good start, but like an expansion team, this game will not make it to the Stanley Cup play-offs of gaming, but it is solid and gamers will have good, quality fun with it.



UNLEASH THE FURIOUS SOUND OF MORTAL KOMBAT THE ALBUM



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TAKING ONE OF THE GAME'S
CHARACTERS AS ITS THEME — FROM
JOHNNY CAGE™ TO RAYDEN™ TO
SCORPION™, YOU GET THEM ALL!**

**ALL TRACKS PRODUCED BY OLIVER ADAMS AND
PERFORMED BY THE IMMORTALS.**



MIDWAY

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MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
16 MEG
RELEASE DATE
SEPTEMBER
OF PLAYERS
1 TO 4

SHOOTING, SCORING, AND MORE ONE TIMING



Surpassing even last year's spectacular version, EA Sports NHL '95 rocks!

The bad boys of the National Hockey League are about to hit the ice for another exciting season of hard-hitting hockey action.

The team at EA Sports spent the off-season making an entirely new and exciting version of NHL Hockey '95. Gamers will find this game the best one yet. It's a new season, not the same old game with a new name. The action is quicker, the defenses are tougher, and this game skates circles around the competition.



After the faceoff, head for the goal. It will take some serious strategy to score.

NHL '95

NHL HOCKEY—A CUT ABOVE THE REST



Tie up your gaming skates and come with me for a quick skate through the hottest

hockey cart to date. This year goals will be harder to come by, and the goalies are harder to beat for good reason. This year the programmers at EA Sports made the goal area smaller and the goalies smarter. They increased the goalies' artificial intelligence (AI). In past years when you tried the wrap-around or that special deak, you could count on a sure goal. Even the move where you moved your star center or winger into the corner of the opposition's goal, and skated back through the



The action is nonstop! Increased goalie AI makes getting goals an exciting challenge.

crease, and flipped the puck up and over the goalies' shoulder, only works three out of 10 times.

All of your favorite teams are back with their accompanying player rosters, but this year you can play an entire season. The game also has new schedules and complete player rosters.

The goaltenders aren't the only changes that make the game more challenging this year.



All of your favorite teams and their complete rosters are at your disposal.

The computer is even harder to beat when playing by yourself using your favorite team. The computerized defense didn't just eat its Wheaties, the programmers at EA Sports improved on last year's game. The one-timers are in, and the Iceman and I have to buy new controllers; our old ones are still smoking from working on this preview. This game rules and I am currently the NHL Hockey champion of the office.



This game is so realistic you'll feel every crunch of every hit, and wish you could be sent to the penalty box to take a rest.



Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. Game systems and cartridges are each sold separately. And remember, don't wear your cleats in the living room.

Batter Up™
IT'S A HIT!



available for
SEGA™ GENESIS™ and SUPER NES®

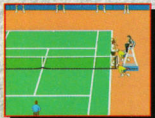
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MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
16 MEG
RELEASE DATE
OCTOBER
OF PLAYERS
1 TO 4

TENNIS ANYONE?

Tennis anyone? That's the call as we start this month's Serve-and-Volley



Menu, take racket and controller in hand, and put a few over the net as we pre-view IMG International

IMG INTERNATIONAL TOUR TENNIS

Tour Tennis. There's the Practice Mode, where you can practice the fundamentals of the game in a segment called Practice with Vic. The ball machine tosses 28 balls your way, so you can work on your shots and get a feel for how to make a backhand, cross court, and down-the-line shots. You also can learn to put a top-spin and backspin on the ball.

As one of the 32 players in the game you can play a complete tournament, exhibition matches, in singles or doubles, in one, three, or five set matches. The

detail is impressive. Everything from the cheers of the crowd when you win a match to chewing out the umpire for a bad court call is included on this cart.

The digitized speech of a British announcer adds a pleasant touch to an already solid game with lots of added tennis technique for those who appreciate a fine game of video-game tennis.



MANUFACTURER
SONY IMAGESOFT
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
SEPTEMBER
OF PLAYERS
1 OR 2

TAKE ON THE WORLD

Let's throw the ball in and explore this latest entry into the multitude of soccer games that have been flooding onto the gaming market this post-World Cup summer. The game features 40 of the world's top soccer teams.



Championship Soccer '94



You have a blimp's eye view of the playing field in Championship Soccer '94.

A Goodyear blimp view of the field and the fast-paced action of the players allow for quick ball movement up and down the pitch.

A multiple offensive and defensive setup allows you to direct your players for an offensive rush or put them in a defensive shell.

After each goal, the computer automatically replays the action.

A key to scoring in this game is to go for the corners when you're in close, and you will see the GOAL GOAL GOAL symbols in big red letters flutter across the screen.

The Iceman and I went head-to-head at this game, he took Scotland and I took Italy. I handed him his lunch in the first game, but he rebounded and handed it back to me in a 12-6 drubbing.



MANUFACTURER
DIGITAL PICTURES
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
NOW
OF PLAYERS
1 OR 2

TIME TO GO AIRBORN

It's time to get out of your chair and fly through the air as you go one-on-one with NBA All-Star and future Hall of Famer Scottie Pippen. You won't be playing against an animated cartoon image. You'll be going one-on-one with the real Scottie Pippen.

In this new live-action video game from Digital Pictures, Pippen takes on all comers, in a trash-talking, rim-rocking,

SLAM CITY with Scottie Pippen

high-flying, basketball-dunking adventure with over two hours of full-motion video. Digital Pictures also made Sewer Shark for the Sega CD and Prize Fighter, another hit Sega CD title that saw you fight against real videotaped fighters and get



up from the canvases after being put down for the count. Slam City uses the same approach,

Stunt doubles, film crews, a director, real rims, and real basketball superstars.

The setting for the game isn't any mainstream professional basketball setting. The games take place on street courts surrounded by graffiti. In-your-face basketball action awaits you in Slam City.



In-your-face basketball action at its finest with Slam City by Digital Pictures.

Baseball so real it's unreal.

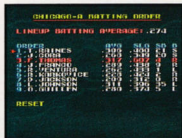
Tecmo® 16 bit Sports games are unmatched in the true-to-life control you have over every aspect of the game.

But we don't have to tell you that.

You've already played Tecmo® Super NBA® Basketball™ and Tecmo® Super Bowl™.

But just in case you've been on an extended vacation to *never-never land*,

We'll show you.



You have complete control over batting order



Team control modes include Coach, Computer, Manual and Skip



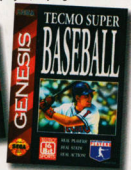
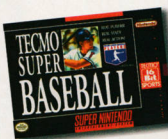
Season Schedule displays games played, in progress and to be played



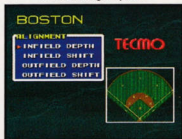
Select a Pinch Hitter with all pitcher stats displayed



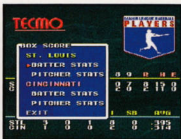
Select your swing, give a sign or use Manager options



Select your pitch, choose your defense or use Manager options



Change your defensive formation for any situation



All the game stats you could want, with battery back-up!



Comprehensive stats for all 700 MLBPA players



Regular, Reduced and Short seasons

We would show you more but *we'd need our own magazine.*

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Phone (310) 787-2900





MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
NOW
OF PLAYERS
1

ROAD RASH



ROAD RASH ON 3DO

Road Rash is back and badder than ever. This is the ultimate street racing game, and it rocks on the 3DO. It comes with all the whips, chains, and 180-mph high jinks that the first two versions of Road Rash for the Genesis had.

Multiply that by 100 and you'll have found the secret formula that makes Road Rash kick fun into the 3DO.



Watch out for pedestrians or oncoming traffic. They might send you on a ride on the pavement that you really don't want to take.

The awesome music is the icing on the cake. The game was actually shot on real streets and highways, with hundreds of hours of full-motion footage shot, digitized, then put together to make up this game.

The rules are basically the same, but this time the police are a little smarter and harder to get away from. No leaving your bike and hiding behind a cow or a tree and waiting for them to leave.

Sam Jim

The fast guys know you have to hit the brakes going into a turn, hit the throttle coming out.



The pace is fast and the driving's hard as you strive to buy your dream bike. What more can you ask for with all of this in a single CD? Well, there's more!

TEAR UP THE ROAD WITH THE FINEST BIKES AROUND

The 1000-cc Diablo Viper N worth \$40,000 or the 900-cc Stiletto Assassino N worth \$35,000 are two bikes to choose from.

There are five levels with five tracks in each; the Sierra Nevada, the city, Napa Valley, the Peninsula, and the Pacific Highway. Each course presents its own challenges, including avoiding cops and running into zombie pedestrians. If you don't place in the four,

you'll finish out of the money and won't be able to buy your dream bike. If you like a game with fast action and lots of twists, turns, and challenges, then your wait is over. Time to smoke the tires and get back to this game, I can't get enough of it!

get back to this game, I can't get enough of it!

Olley's Skoot-A-Rama

Low discount prices. Pick up a killer sports bike, a monster super bike, or one of those junkies in the corner.

Mike Level 1 Cash: \$500

Der Panzer Klub ▶ Olley's Skoot-A-Rama

Sport Bikes

Featuring the fastest stock machines to hit the street, the Sport Bike class has something for everyone with a fat wallet and an addiction to blurred landscapes.

Rat Bikes
▶ Sport Bikes

Super Bikes
The Street

1000cc DMG MD

PRICE: \$16875
MIKE Cash+Trade: \$2124 Bike: Swallow

Diablo
▶ DMG

Kamikaze
Parra

Stiletto
Exit

You'll have to win your share of races before you'll be able to upgrade your bike.

ROAD RASH BY ELECTRONIC ARTS

Graphics ***
Sound ****

Playability ****
Realism ***

I loved the Genesis version and I love this one even more. With the CD quality sounds and the 32-Bit capability of the 3DO, this version is one not to be missed. The tracks are cool, but the one thing that I gripped about is that this game can get repetitious and tiresome. You can get used to the controls the moment you pick it up. Great addition to the 3DO.

83%
Iceman

Graphics ****
Sound *****

Playability ****
Realism ****

The coolest music in gaming makes this game rule. This game is a step above the first two Road Rash titles on the Genesis, with awesome graphics and fantastic playability. I couldn't put the controller down. If there were more games out for the 3DO that were this much fun, they'd have sold a million units. Even the Iceman liked this game.

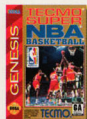
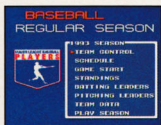
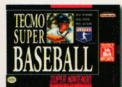
85%
Video Cowboy

TECMO® GAMES ARE FOR TRUE SPORTS FANS!

If you're a true sports fan, you deserve the quality of Tecmo Sports Games. Every possible detail from the actual sport has been incorporated into every Tecmo game.

ALL TECMO® SPORTS GAMES FEATURE:

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- Real game schedules.
- Player injuries.
- Create your own star teams from real players.
- Battery Season Saver.
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- Changeable team line-ups.
- Call & execute plays.
- Reset feature to clear saved statistics.
- 3 difficulty settings.
- Play tournament style.
- Player substitutions.
- Pick-up & play pre-season mode.
- Regular, reduced or short seasons.
- Computer vs. computer simulation mode.



WE KNEW WE HAD A GOOD THING WHEN WE MADE IT.

Once you've learned how to play one Tecmo® 16 bit Sports Game, you will know how to play any Tecmo® 16 bit Sports Game. Tecmo's unique menu driven environment makes controlling all aspects of each sport easy. So whether you just want to play a practice game, or play a whole season with a squad of friends, Tecmo® 16 bit Sports Games deliver.

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MANUFACTURER
PANASONIC
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
NOW
OF PLAYERS
1 TO 4

IT'S ALWAYS SUNNY ON THIS GOLF COURSE



Time to tee off with one of the finest golf simulations I've ever seen.

This game has every feature that an avid golf enthusiast will enjoy.

The setting is the Waialae Golf and Country Club in majestic Hawaii.

It's always sunny on this course, and from tee to green the course is user-friendly.

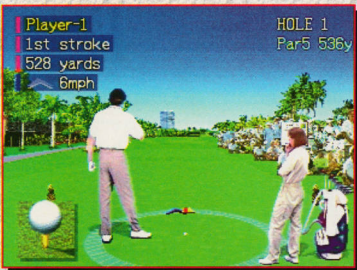
Preview each and every hole with a detailed explanation of which clubs to use and how the pros approach each shot, even which clubs they use in different wind conditions.

You can practice or play in the Waialae Open with a packed gallery. New golfers can access a glossary of golf terms that

will help them understand the game. A Help Menu can be called upon to get you out of those tough sandtraps or other tough spots.

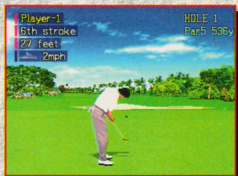
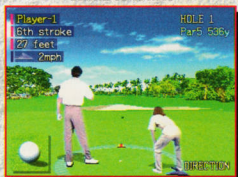
The Help Menu offers advice on wind direction, and a window on the right hand side of the screen shows you which direction to press the control pad for the type of shot you desire.

In the same menu, a tee-up feature shows you where you should



Take on the course by yourself, or get some advice from your caddy to make every shot count.

FROM TEE TO GREEN, THIS GAME IS A HIT!



Chipping the ball onto the green is as easy as one-two-three with the Help Menu.

and get the best score possible. The video-taped footage of each hole on the course is

incredible. The golfers are digitized, and the course is very challenging. You won't be disappointed when you tee off with this game. Your progress is kept in the Individual Records section and everything from your longest drive to your longest chip is kept in memory. The sun's always shining on this course.



Waialae Country Club

place the ball on the tee. The Club Feature in the menu shows you all of the various clubs that are available and how many yards each club will send the ball. The Shot Help Feature shows you how the power bar operates, so you can get the most out of each and every swing

Anderson HOLE 1

LEADERS

HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Fuente-Fink	5	4	4	4	3	4	5	4	3	4	5	4	4	4	4	4	4	3
Washington	1	1	1	1	2	2	3	4	5									
Price	2	2	2	2	2	2	3	4	4									
Leung	1	1	2	2	2	3	4	4	4									
Baker	0	0	0	1	1	2	3											
McLennan	0	1	2	2														
Macdonald	1	1	0	0	1	1	2	2										
Ryan	0	0	1	1	2	2	2											
Sullivan	1	1	1	1	0	0	1	2	2									
Richards	0	1	1	1	1	0	1	2	2									
Stewart	2																	



Information on each course including an overhead view of the entire hole is shown.

Soccer's Your Game?

Learn The Real Thing From Meola, Harkes, Hamm
& Zachery Ty Bryan.



Transition
Stance
Channeling
Cover
Balance

*"The key to scoring is opening
the field up. Getting space."*

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Build real soccer skills with live-action, multimedia coaching from America's greatest players. All on CD-ROM for your Multimedia PC, 3DO or Macintosh® system. ⚡ Get ESPN's *Let's Play Soccer* and learn offensive, defensive and team skills from **John Harkes, U.S. World Cup Team star. Mia Hamm, all-time points leader in women's soccer.** Plus

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Hamm and U.S. World Cup Goalie

Tony Meola. You'll get interactive, personal coaching from three top champions. Covering everything from basic skills to advanced game strategy—all at your own pace.

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**MACINTOSH
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**CD-ROM
PC**
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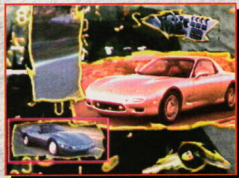
IntelliPlay

Total Sports Instruction

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MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
NOVEMBER
OF PLAYERS
1



You can choose from a variety of popular and very fast cars.

TAKE A RIDE ON THE WILD SIDE WHERE THERE ARE NO RULES

If you feel the need for speed and enjoy going fast, get set for one wild ride as we take a trip through this game for the 3DO.

You can choose to drive a variety of well known, expensive, and highly desired cars.

As the driver, view the road from behind the wheel or from above the car. Look through your rearview mirror to see if anyone is on your tail.

A radar detector monitors the road



Slow, winding curves and lots of scenery are around every turn in this game.

The Need For Speed



Avoid head-on collisions with police cars at all costs. Bad news, man!

ahead in case you exceed the speed limit. But that's the name of the game—driving fast and reckless is how this game is played.

Trying to outrun the police is part of the



The behind-the-steering-wheel view allows you to see in front and in back.

fun; just don't get caught!

If you don't like getting tickets, then you'd be better off playing Mario Kart. That's a game for people who like driving the speed limit.

Anything goes in this game, including driving in the wrong lane. It's a good idea to make sure nothing is coming, but even the crash scenes are incredible. Just try to avoid head-on collisions with police cars. Those are the type

of crashes that will cause the smoke to really fly and will wreak havoc on your driving record.

It's no ordinary Sunday drive in the countryside. The digitized scenery is breathtaking and adds to the game. Grassy knolls, rolling hills, slow winding curves, and towering cliffs await you.

The drives through the wooded areas are eerie yet exciting, and there are the straight-aways where you can shift it into fifth gear and really go for broke. Just try to stay between the yellow lines. It's a long way to the water, and cars don't float.

If you think you have the driving skills to push the envelope of speed and stay out of jail, then plug this game into your 3DO.



Whatever it takes to win is what's allowed—including driving in the wrong lane. There are no rules in this driving game.



MANUFACTURER
TENGEN
CARTRIDGE SIZE
4 MED
RELEASE DATE
OCTOBER
OF PLAYERS
1 OR 2

RBI '94



Hit a grand slam to bring all men on base home.

CATCH THE FEVER

Tengen, famous for the RBI series on the Genesis and Super Nintendo, has their sights on the Game Gear as well, bringing you the fast-paced baseball action from the 16-Bit machines. This Game Gear version delivers what you want in a baseball game. It may not match the bigger systems out there, but this is a very good game that can catch many sports fans who lack sports carts for their Game Gear systems. Now let's get started and look over through this year's version of RBI Baseball.



Catch the action as players toss the ball around the bases with ease.



One feature that caught my eye during the Team Select Screen is you can pick from more teams than the current ones. You can also choose from your team's best years from several years ago. Afterward you'll choose your starters and the pitcher who will lead your team. You'll be able to see your players' stats and determine their positions on the field.

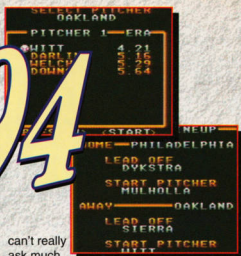
The way the field moves is very smooth and clearly seen. Plus, the fast-paced action on the field will never be missed.

You'll see every fly ball and watch a player hit one out for a home run.



The animations for this version are incredible, from the batter's box to an outfielder throwing the ball home. Hey, try hitting a batter and see what happens.

In the sound department, you



can't really ask much ... it is

Game Gear after all. But for Game Gear's capability, the sound is good. Tengen has produced many sound effects that bring this game to life. I may not be a Game Gear fan, but this game has shown me many features and great game play that are worthy of praise.



Choose your team's greatest years when you compete against the computer.

LaRUSSA '95 BY ELECTRONIC ARTS

I don't know what Electronic Arts was doing with this. I was not thrilled with this game at all. The controls for the pitcher and the batter need some work. Animations of players are neat, but they slow down a bit. An okay revision from last year.

70%
Score

Great Balls Of Fire!

Prices start at \$15,000

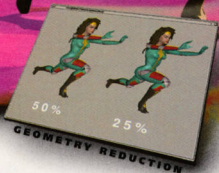
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- Flight training in F-18 Hornet military flight simulators
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**SUPER
GHOULS N'
GHOSTS**



Demon's Crest

Arthur's annoying enemy in Super Ghouls N' Ghosts has his own game, Demon's Crest! In it, you control Firebag, a winged demon who must find several stones with magical powers. Along the way, Firebag can collect several different abilities, including being able to fly, swim, and use great speed. However, the quest won't be easy: there are several hidden areas and fearsome Bosses you must confront and defeat before you can proceed. Some of you may have also played the NES and Game Boy versions, called Gargoyle's Quest. This one has eye-popping graphics, beautiful music, and very challenging game play. This game combines all the elements of strategy and action. Looks like another winning title from the folks at Capcom!!!

OPENING STAGE: THE REMATCH

The first stage pits Firebag against a giant dragon. You will fight this huge monster twice, but the sec-

ond fight is much easier than the first. Just keep hitting it in the head with fireballs, and it will go down.



THE GOOD

Excellent graphics, exciting game play, and several techniques make this the one to get!

THE BAD

This game is so good, you almost feel bad when you finally finish it.

THE UGLY

The eye Boss Ovnunu! What is that green goo you sink down into?

ABOUT FIREBAG:

Out for revenge against Phalanx for injuring him and stealing his Crests, Firebag begins his long journey to retrieve the stones and bring harmony to the Demon World. Make sure to inspect everything!

STANDARD FIREBAG POWERS AND ABILITIES:

FIRE



The normal Firebag attack. Simply push the Y button.

GRAB



Grasp onto walls with claws. Jump and push against a wall.

HEADBUTT



Bash objects for items. Push the A button.

HOVER



Hang in the air indefinitely. Push the B button twice.

FLY



Fly horizontally after Hover. Hover, then push L or R.

UNLEASH FIREBAG'S POWER WITH THE CRESTS!

There are several Crests you can collect to change your form. Some of these can be obtained by defeating a Boss, while others may be hidden away. Each allow Firebag to use special powers, depending on the stage.

THE CREST OF WATER



TIDAL GARGOYLE
Swim in the deep blue seas.

THE CREST OF EARTH



GROUND GARGOYLE
Smash objects with speed.

THE CREST OF AIR



AERIAL GARGOYLE
Fly higher than ever before.

THE CREST OF TIME



LEGENDARY GARGOYLE
More powerful and half damage.

THE CREST OF TIME



LEGENDARY GARGOYLE
More powerful and half damage.



FACT FILE DEMON'S CREST

MANUFACTURER

CAPCOM

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

12 MEB

NUMBER OF LEVELS

7

THEME

ACTION

% COMPLETE

80%

SHOPS AND OTHER ITEMS:

Press START anytime during play and you can access the Options Screen. You can pick which potions or spells to use and also select which form Firebrag can assume. It will also show which Talisman power you can use. The shield shows which Crests you have.



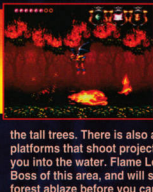
The Black Lotus will sell you potions. You need Urns to carry them.

Malwous (left) runs the Talisman Shop and will identify their powers.



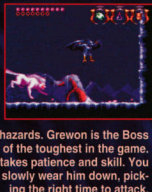
At the Gaming Shop (above), you can win money with your skills.

AREA III: THE ISLAND



This forest stage takes place mainly in a wooded area with several enemies hiding in the tall trees. There is also a lake with platforms that shoot projectiles to knock you into the water. Flame Lord is the Boss of this area, and will set the whole forest ablaze before you can fight him.

This entire frigid area is a frozen wasteland of bones, ice-covered slippery surfaces, and endless hazards. Grewon is the Boss and one of the toughest in the game. This one takes patience and skill. You just have to slowly wear him down, picking the right time to attack.



AREA II: THE TOWN

The Town has several shops in the first part. The town also has a creature who you will probably want to converse with—he may have some info. The Boss, Belth, is a skeleton with a blade. He uses dashing and jumping slashes for his attacks.



AREA V: UNDERWATER RUINS

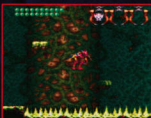


This sunken city has many dangers, both on the ground and in the water. You may want to obtain the Crest of Water before entering this one. The Boss, Crawler, is a giant mass of tissue that throws eyes and other objects.

AREA I: THE GRAVEYARD



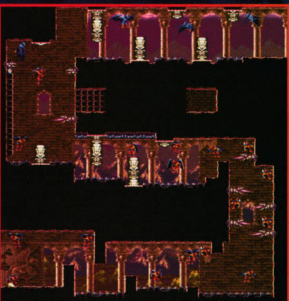
After the Intro Stage where you fight the dragon, comes the Graveyard Stage. The first part is simply a horizontal run, with simple enemies to destroy. At the end you will meet General Arma who you will fight several more times. The second section involves grappling up the side of a high cliff. This area is a great opportunity to practice all of Firebrag's unique abilities.

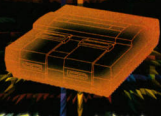


Up the giant tower! This part is filled with elevated stone platforms and pits filled with spikes!



AREA IV: THE TOWERS





New Game Features

Lots to talk about here! There's text for every item you buy and magic you use that tells you about the effects. And when equipping, you will see which skills will be affected in what way.

250

289

208

166

An agility bar has been added to show you which character is next to fight!

Helpful stats at shops

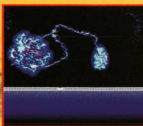
ITEM	PRICE	WEIGHT
Iron Sword	1000	1000
Iron Shield	1000	1000
Iron Helm	1000	1000
Iron Chain Mail	1000	1000
Iron Plate Mail	1000	1000
Iron Greaves	1000	1000

When you buy new items, see who can use them and if they even help!



The Up arrow shows that you will be powered-up; Down means you'll be powered down; E means equipped.

In the beginning of the Game ...



The story starts with the character Terra who, after being controlled by the Empire, is released and meets up with Locke, a "treasure hunter" or thief, and his friend Edgar—who is the King of Figaro castle.



The Map

There is now a semi-map available for surface traveling. White dots indicate specific locations. A pointer will appear if you ride a chocobo.



THE GOOD

Only the sounds, graphics, music, story line, options, technique, strategy and style. That's about it, really.

THE BAD

We're only devoting three pages to this game?! I could go on and on.

THE UGLY

All the nice, pukey colors you can make as your font, window, and border colors. Trippin'...

FACT FILE FINAL FANTASY III



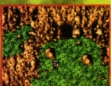
MANUFACTURER	# OF PLAYERS
SQUARE	1
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	N/A
THEME	% COMPLETE
RPG	100%

Long ago, the War of the Magi left the world a wasteland and magic simply seemed to disappear. About 1,000 years have passed ... iron, gunpowder, and steam engines have been rediscovered. Yet, there are some who would enslave the world by reviving the dreaded magic. Is history about to repeat itself?

Containing 24-Megs, this title really shows what the Super NES can do. Sporting a huge, elaborate quest and an equally incredible soundtrack, improved options, and lots of character animation,

this extremely well-balanced RPG goes where no others have!

FINAL FANTASY III





EQMs Nob (our ace editor in Japan) arranged a special interview with Mr. Yusuke Hirata, the general manager of the publicity department of Square Co. Ltd.

FINAL FANTASY III

In Japan, you have already released six official Final Fantasy games. When were these released, and how well did they sell?

The original FF was launched in December 1987. Approximately 600,000 units were sold in Japan. The NES version sold better, registering sales of approximately 700,000. The Famicom FF2 and FF3 were respectively launched in December 1988 and April 1990. Their sales were approximately 800,000 and 1.4 million units respectively. These were never translated. Final Fantasy IV, our first Super Famicom RPG, registered sales of approximately 1.5 million upon its release in July 1990. FFIV was translated as the Super NES FF2 which sold about 300,000 units. FFV was released at the end of 1992 and has sold approximately 2.4 million units. The newest title, FFVI, was released in April of this year. It has become our biggest hit ever, with sales reaching approximately 2.55 million units. We hope the Super NES FF3 will echo the success of FFVI in America. In total, the entire FF series has registered sales of approximately 9.25 million units in Japan, and 2.2 million units overseas. As soon as it is possible, we will translate all titles. Incidentally, we also repackaged FF1 and 2 together onto a single Famicom cartridge earlier this year in Japan.

Besides the official titles, are there so-called Golden (side story) games that have spun off from the series? The Super NES FF Mystic Quest comes to mind.

The Game Boy Seiken Densetsu (Legend of Holy Sword) was subtitled FF Golden in Japan, and called Final Fantasy Legend overseas. About 700,000 units were sold in all, with about half a million being sold in Japan. Its sequel, Seiken Densetsu 2, came out for the SFC last year. You might know this better as Secret of Mana! It has almost gone double platinum.

Mystic Quest was released in Japan before the Japanese version was translated from it. All told, it sold approximately 800,000 units, 50-50 between the SFC and Super NES versions.

Do you plan to make any other Golden-type games?

Nothing has been decided.

Is there any plan to release the yet untranslated FF games? Although it may be difficult to do the

8-Bit FF21 and FF3 because of the market conditions, it would be a shame if American gamers couldn't experience the outstanding FFV.

At present, we haven't come to any decisions.

FFVI is widely hailed as the best ever in the series. Will the Super NES version be altered in any way from the SFC version other than translating the text? For example, the Super NES FF2 was made considerably simpler to play than the original SFC FFIV. Will such balance adjustments be made?

We haven't made particularly noteworthy changes. We feel that the game has been

designed to enable virtually all gamers to adjust configurations to suit their playing styles.

Including planning, how long did FFVI take to produce?

We spent about a year and a half.

How many people were involved in the game's production?

In total, about 30. There are five planners, five programmers, 10 graphic artists, and two music people. The rest are assistants.

Are development teams always composed of identical members? Or do key people assemble separate development teams for each title?

We assemble a new team for each title. However, the main people remain constant including our vice president, Hironobu Sakaguchi, who is the driving force behind the series.



We are always astounded by the superb music in FF games. Who is the composer?

The man responsible for all the FF music is Nobuo Uematsu, our resident maestro.

In Japan, the soundtracks of FF titles are available on CD. How big is the lineup? Are these music CDs popular?

CDs of all original soundtracks have been released

for the FF series titles. Besides these, arranged versions based on the original soundtracks such as orchestral arrangements have also been released for every title. The 3-CD FFVI original soundtrack has been the biggest seller to date, with sales topping 200,000 units.

The evolution of game systems has been amazing. Are system improvements based on feedback from fans to a certain extent?

All system enhancements and features are based on the original ideas of our development staff.

FFVI appears to have established an incredibly high standard of quality. Although it is premature, can FFVII keep up the series tradition of besting the game before it?

Our development staff upholds a policy of always using the best techniques available at the time. Each development team therefore aims to make a game that is better than the one before it.

In Japan, a FF anime series was produced. Which game is the story based on? Will it be released in America?

The story is set in the world of FFV, but 150 years later. We are presently considering releasing it in America.

Is there any possibility of seeing FF titles on the Ultra 64 and/or other next generation systems?

We are evaluating possibilities. On a purely hypothetical level, we think that the odds are slightly better for Ultra 64 than other new game systems.

Finally, how about a few words for the Square fans in America?

We will stand by our policy of consistently making games that betray your expectations for the better. Count on us for games that will make you go "Wow!"



Square's latest RPG masterpiece will be the upcoming Chrono Trigger. The gem of this piece is that Dragon Quest (Dragon Warrior) scenario writer Yuji Horii and artist Akira Toriyama have joined forces with Square on this project!



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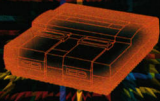
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FACT FILE

VIRTUAL BART

MANUFACTURER	# OF PLAYERS
ACCLAIM	1
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	6
THEME	% COMPLETE
ACTION	100%

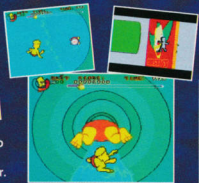
Bart is back! While participating in the local school science fair, the prince of mischief stumbled upon a room that was showing a Virtual Reality experiment. To Bart's dismay he wasn't watching a VR experiment, he WAS the experiment! Now the only way he can escape the spinning wheel of Reality (and avoid throwing up) is to complete all the games on the wheel including, baby Bart's adventures, Krusty's pig farm, the Springfield water slide, the wasteland race, school picture day, and prehistoric Bart. What truly makes this game enjoyable are all the voices that are included in Bart's latest adventure!

Oh no! Poor Bart's fallen into the packaging machine! Looks like it's corn-dogs for our hero.



Before Bart can go he has to wait in line. The guy in the middle looks awfully familiar.

WATER SLIDE



If Bart is lucky enough to find the tube that leads to the lion, he'll get swallowed and be spit out with full energy!



VIRTUAL BART

BABY BART!



Bart's adventures will take you everywhere!



Follow in Baby Bart's footsteps as he makes his way through trees, across the clothesline, and races in his baby carriage to get to the ice cream truck!



"Call me Daddy."
"Homer."
"Daddy."
"Homer! Heh Heh."
"Why you little..."

KRUSTY'S PIG FARM



Rescuing your pig friends from Krusty is not always as simple as pulling a lever. Sometimes you must find a key first.



In the Krusty Pig Factory, you have been turned into a pig and must rescue your friends from being turned into Spam!

THE GOOD

Many complex games add hours of play. The sound effects are right from the show!

THE BAD

Players will have to be good at many different types of games before beating this one.

THE UGLY

Bart's entry in the school science exhibit.

INSIDE OF THE MOUNTAIN

During this stage the Bartosaurus will run into many familiar faces. However, all of them will try to destroy him. Be sure to collect all the food icons you can—you'll need them!



THE SIMPSON CLAN AND FRIENDS!



All of the characters are here in the Stone Age!

The entire clan has made it to the Stone Age! Bart must steer clear of his family who is out to harm him. Keep your distance and then attack!



Watch it! Hardly any of the ledges in this level are stable enough to support a big bad Bart!



Many of your enemies watch from high above, attacking at a distance.



Using the roar icon allows Bart to destroy all the enemies on the screen!



MATT GROENING



CLASS PICTURE DAY



Launch tomatoes and eggs at your fellow classmates!



For extra bonus points, you can hit Principal Skinner when his back is turned! Just stay clear of the rest of the faculty!



Bart just wants to ruin the class picture by throwing eggs and tomatoes at the classmates thereby ...



... making the entire class picture a total mess. If our nasty boy fails at this, he'll get his picture taken with the rest of 'em!

BIKER BART

Otto is in here! Unfortunately, so is his bus.

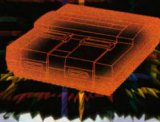


Your enemies attack Road Rash-style!



Poor Bart's in for some serious punishment if he loses the race!

SUPER NES



FACT FILE ANIMANIACS

MANUFACTURER	# OF PLAYERS
KONAMI	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	7
THEME	% COMPLETE
ACTION	85%



The story begins in the 1930s, a period regarded by many as the Golden Age of Animation. In an attempt to break from the norm, Warner Bros. Studios created the Warner brothers, Yakko and Wakko, as well as the Warner sister, Dot. Afraid that they were too dangerous and uncontrollable, the studio locked them up in the water tower until they broke out in 1993. Now they have been summoned by the CEO of Warner Bros. to stop Pinky and The Brain from making off with an award-winning script! The adventure begins here...



EXCELLENT GAME PLAY



Gain some altitude with an attitude by piggy-backing!



Everyone's here from the cartoon series!



Save your progress using the password feature.



As you collect sets of five coins, the slot machine gives you a chance to gain bonuses!

DON'T GET CAUGHT!



Slip up in the wrong area and Ralph's got you!



Rescue captured foes at the tower.



Make it to the top and get everyone captured back.

HUMOR



Konami spent time making sure to add all the little antics that make the Animaniacs who they are. Cool job, guys!

THE GOOD

Excellent graphics. Excellent Sound. Excellent everything. Couldn't ask for more!

THE BAD

In this release of the game, control was a tad loose, but it's not hard to get used to.

THE UGLY

Ugly. Ralph. I see a connection. If he could possibly chase you around more, I would be surprised.

THE CAST



Yakko

The eldest and leader of the Animaniacs, he is a smooth talker and very ingenious.



Wakko

Slightly on the "odd" side, he is not much of a talker but can unleash nonstop destruction and havoc.



Dot

She uses her beauty to trick others. She often refers to herself as "the cute one."



Ralph

He is the security guard that's always trying to capture the Animaniacs. Good Luck, Ralphie!



CEO

The chairman of Warner Bros. who has ordered the Animaniacs to retrieve the stolen script.

WARNER BROS. ANIMANIACS STUDIOS

Yakko, Wakko, and Dot must search these studios in search of the script!

PRACTICE STAGE

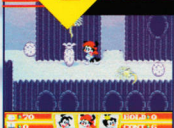


CEO is giving you the order to find the script.



Avoid Ralph or say goodbye to one Animaniac.

SCI-FI STUDIO



Watch out for the face-hugger spitting eggs at the start.



All aboard the alien craft for some more action.



Some very fancy footwork will be necessary at times.



Spinning gears attempt to do you in, so run hard.

FANTASY STUDIO



Get ready for high-speed action riding some brooms?!



Keep up with the dog-dragon in order to cross the waters.



As the castle crumbles away, you better run fast!



Ralph just won't give up. Dodge him and the knights.

AQUATIC STUDIO



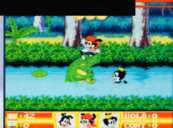
See those jaws? I'll bet they hurt. Stay on that raft!



Watch out for the swinging shipmates.



Dodge those massive dino feet or you're paste.



Avoid the various nasties in the water passages.

ADVENTURE STUDIO



Use the cannon to defeat this oversized sea creature.



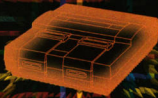
The Boss octopus has a buddy. Remember the cannon?



Explore an underground fortress for treasure.

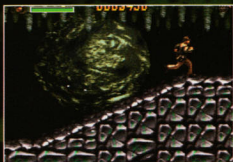


Gee, that kinda looks like a vampire. Could be bad...



LEVEL 1

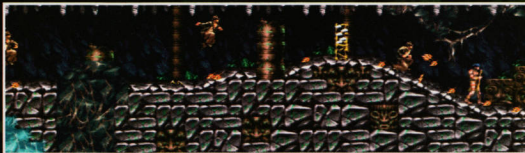
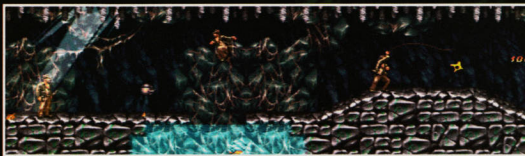
Indy is after the Golden Idol again but this time it's up to you to get him there. This is a partial map of Level One—the whole level is about twice this size. There are many dangers on this level, including spiders, fish, and unhappy natives.



You've got the Idol, now avoid being crushed by a huge boulder!



Indiana Jones is back and this is his greatest adventure yet! You are the famous Dr. Jones and must play through the adventures that you have seen him fight on the big screen. Use your whip to defeat enemies and swing from place to place. You will also get a gun that will help take out those nasty sword guys. This game features side-scrolling levels along with some cool 3-D levels



LEVEL 2

The bad guys are trying to find the Ark! You must go to Nepal and head them off.



Punch this box so you can climb on it to get up a wall.



Run up and try to hurry because if you take too long you will get caught.

where you will fly, and another level where you will ride a boat through turbulent waters. Get set to relive the action of the silver screen in the best adventure our archeological hero could ever conjure up!



Now that you have a gun, you can meet these guys on their own terms!



There is a fire now and it will follow you all the way up this level. Don't fall!

INDIANA JONES'

Greatest Adventures

THE GOOD

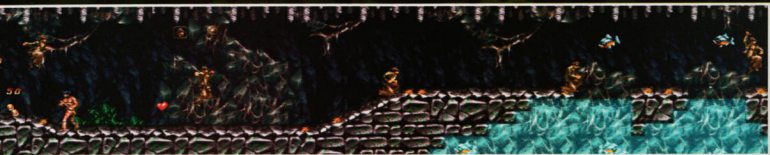
This game really looks good and the music is straight from the movie.

THE BAD

I hate the way he stops while he punches; it leaves you open for cheap hits.

THE UGLY

The giant fish that can jump 10 feet in the air!



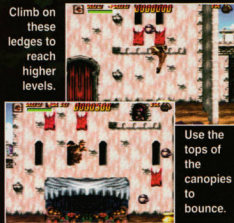
LEVEL 3

Fight your way through the crowded streets of Cairo as your quest continues.



Use the jugs as stepping stones to reach higher places.

Climb on these ledges to reach higher levels.



Use the tops of the canopies to bounce.



Just go ahead and whip this guy in the back, anything goes!



It's that pesky monkey! Your whip will make short work of him!



Whoa! It's that one dude from the movie with the fancy swords!



In the second part of this level you have to run after the cart of hay.

FACT FILE

INDIANA JONES



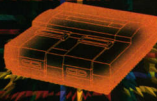
MANUFACTURER	# OF PLAYERS
JVC	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	28
THEME	% COMPLETE
ACTION	100%



Punch the jug down so you can use it later in the level.



Avoid the bales of hay and shoot the guy when you can.



FACT FILE

RADICAL REX

MANUFACTURER

OF PLAYERS

ACTIVISION

1 OR 2

DIFFICULTY

AVAILABLE

MODERATE

NOVEMBER

CARTRIDGE SIZE

NUMBER OF LEVELS

8 MEG

10+

THEME

% COMPLETE

ACTION

100%

LEVEL 1



When Rex wakes up from his nap, he's totally confused. He learns that the dinosaurs are hostile, and he knows he has to stop them. When you encounter enemy dinosaurs, use your fire to stun them; then kick them to finish the job.



If you get a hold of a skateboard, you can do some radical stunts!



This dude launches spikes at you. Try to stun him with your fire, then kick him.



At the end of this level, you have to toast this guy with your fire to reach the end. Use your Super Roar also.

Icons!



The heart icon will restore all of Rex's health. This one comes in handy.



The eggs are all over the game. Collect 80 of them in each level to get a bonus.



This icon will give Rex the ability to shoot his flames across the screen.



This icon will give you one more chance. The free guys are hard to find.



Rex has a mighty roar that can kill almost everything. This icon charges it.



To build up Rex's flame power collect these icons because bigger is better!

THE GOOD

Radical Rex has great animation and graphics, plus it also has good game play.

THE BAD

The game is too easy for serious gamers.

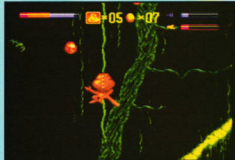
THE UGLY

The way you feel after playing awhile—this game is really long!

LEVEL 2



Rex is now in the primordial jungle, and again it's up to you to keep him out of trouble. This is one of those levels that you could speed right through. I suggest that you look around for a little while and try to collect all of the eggs, so you can get to the Bonus Level. There are vines that you can swing from to get to the next platform, and there are hollow logs that Rex slides through at high speeds. Don't go too fast because you might land on something bad.



Sometimes you have to toast the enemies; then use them to reach high icons.



This green water pushes you back into the spikes, so keep moving.



Swing from the vines, but don't let go too soon because you'll miss the platform.

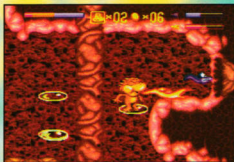
LEVEL 3

Rex got swallowed up by this really big dino-dude, and it's up to you to get him out. The inside of the dinosaur is really bouncy, and it takes a little while to get used to. There are a lot of passages that lead from one part of the body to another. Go into these because they will take you where you want to go at high speeds and launch you out once you get there.

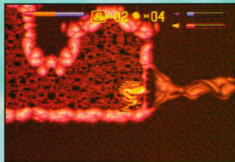
This is one big dinosaur!
It's up to you to get Rex out.



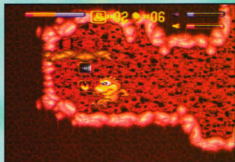
Sometimes you have to kick through walls that are constantly growing.



Don't let the blue dudes grab you, it takes a roar to get them off.

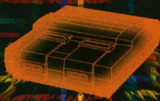


These passages take you to another part of the level.



It's a little tricky to get some icons, but it's also a lot of fun.

SUPER NES



HELPFUL ICONS



Pop these to reveal certain items.
This item replenishes bomb supply.



Replenishes Bonkers' health.
Gives Bonkers an extra life.



Gives one heart to the health meter.
Increases your health meter by one.



Bonkers dashes until he gets hit.
Collect 10 to hold more bombs.

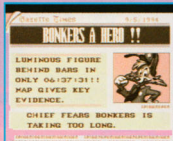


MAP OF HOLLYWOOD



After finishing the first stage, you can pick any stage from the map below.

EXTRA EXTRA!!



After completing a stage, the local paper will write about your deeds.

TIME TO HAVE A FEW LAUGHS!!

IGNORE

Choose this and you won't be able to continue the game.



LAUGH

Laugh at his joke and he will bow and let you continue.



That's the last thing that goes through his mind when it hits the windshield!



Bonkers

Assigned to the Toon Town beat, Bonkers met Lucky Piquel, a human officer who not only became his partner, but his best friend as well. Together they worked hard to keep the peace until an unidentified thief made off with three priceless treasures from the Toon Town Museum: the Sorcerer's Hat, the Mermaid's Voice, and the Magic Lamp.

Now it's up to you to help Bonkers T. Bobcat retrieve these stolen items from the mysterious evil villain. Bonkers will traverse various stages such as a haunted mansion, some Hollywood studios, downtown streets, and an ocean liner. In order to defeat his enemies, Bonkers must bounce off the top of them or throw a bomb at them. It's cruel, but they're bad guys. There are plenty of other surprises waiting to be uncovered!



FACT FILE

BONKERS

MANUFACTURER

CAPCOM

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

SEPTEMBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

6

THEME

ACTION

% COMPLETE

100%

THE GOOD

Great graphics all over the game as well as excellent sound effects. Most of all, the game play is good.

THE BAD

The only bad thing about this game is that it is a bit on the easy side. It needed more challenges.

THE UGLY

Check out the Boss of the Ocean Liner stage. Boy, he is really ugly!

MANSION STAGE



Beware of the pitching gorilla. He sure can hurl those fastballs!



Bounce off the bee to launch Bonkers up to the ledge above.



Toss a bomb at a balloon to make it reveal some hidden items, like shields and bombs, or just run into it.

BOSS

This is one evil ghost. Its first attack will possess the coat rack. Toss a bomb at it to release it from the rack. It will appear as a giant spectre launching puffs of smoke at you, and then will possess the vacuum. Bounce off it.



DOWNTOWN STAGE



Dash through the glass barriers.

Don't touch the electric signs.



Make careful jumps over the barrels.



Make a mad dash through the tunnel and avoid heavy traffic.



As you climb the building, avoid the pots being thrown.

BOSS

The Helicopter Boss is accompanied by a humanoid sidekick with a cape. Bomb the sidekick, then stand clear on the side and wait for the copter to fly by. Jump on one of the platforms and let the copter have it.



STUDIO STAGE



There are plenty of different studios to venture through in Hollywood such as a sci-fi scene and a Western town.



In the Old West, dash on the roofs until you get to the inn. Jump behind the inn's sign and enter a hidden area for more items.

BOSS

The Boss in the studio is tricky. First you must lose the guy on the conveyor belt by making him fall off the edge. Dash and jump to hit the button on the right, making lights fall, and eventually the Boss falls from the top.



OCEAN LINER STAGE



Take the service elevator to other areas.



The heavy storm makes it tough to walk the deck. Watch for barrels.

Watch for the bombing birdie in the beginning. No, it's not what you think.



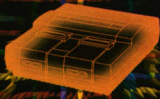
The kitchen is one of the most hazardous areas on the ship as is the freezer.



BOSS

Wow! What a huge Boss! Bombing this guy takes great timing—he'll swat your bombs back at you. Position yourself on the set of boxes on the left and bomb him soon after he attacks. He'll be down in no time.





PITFALL

THE MAYAN ADVENTURE



FACT FILE

**PITFALL
MAYAN ADVENTURE**

MANUFACTURER

OF PLAYERS

ACTIVISION

1

DIFFICULTY

AVAILABLE

MODERATE

NOVEMBER

CARTRIDGE SIZE

NUMBER OF LEVELS

16 MB

10+

THEME

% COMPLETE

ACTION

90%

The vine-swinging saga of the hottest video game ever continues in Pitfall: The Mayan Adventure. It's all-new pit-hopping action has you and 18-year-old Harry Junior (son of the original Atari 2600 Pitfall Harry character) setting out to rescue Harry Sr. from an evil Mayan spirit. Thrash through deep dark rainforests, explore Mayan temples, and race through rat-infested mines to reach the realm of the Mayan Warrior Spirit for the final confrontation to save Harry Senior.

MARKERS



Find these little Mayan statues and touch them. If you're lost, they will point you in the right direction.



HELPFUL ITEMS



1-UP

Obtain this for an extra life. You are going to need it!



BAG

Use the rocks inside the bag in your sling.



BOMB

Causes heavy damage, but is very limited in number.



BOOMERANG

Use this to kill enemies from afar. Great for multiple enemies.



GOLD BAR

Collect these precious bars for mucho points.



HEART

When your health is down, make sure to find these hearts.



HOURGLASS

Sometimes, you need more time to clear a level. This will help.

VARIOUS ATTACKS



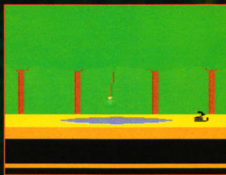
SIMON SAYS!



Throughout some of the levels, Harry, Jr. may come across some strategically placed warp holes that will transport him to a secret bonus level. In this level, you must pull three levels in a predetermined order. The task becomes increasingly difficult with each turn as you must pull one more lever with each turn.

BLAST FROM THE PAST!!!

Remember way back when video games were still in their infancy and played on Pong systems and the old Atari 2600? In those days, Pitfall was one of the most popular games for the 2600. It was so good that Activision decided to include the old classic in with the Super NES version. The only way to get to play this version is a secret. Can you find the way through PTMA to play it?



THE GOOD

This 16-Bit upgrade of the old classic has decent game play and great animation.

THE BAD

The bonus level is a great idea and is very challenging, but at times can be too tough.

THE UGLY

I've seen some really unique health icons before, but the heart icon is just sick.



HARRY, JR.'S ADVENTURE MAP

As you progress through the adventure, Harry will get to see a map to preview where he is and where he is headed. There are plenty of dangers ahead so prepare for the worst.

CHECK OUT ALL THE COOL MOVES HARRY CAN DO!!



While climbing vines, beware of enemies on the vines.

Jump over anything suspicious as it may be quicksand.



THE FOREST LEVEL



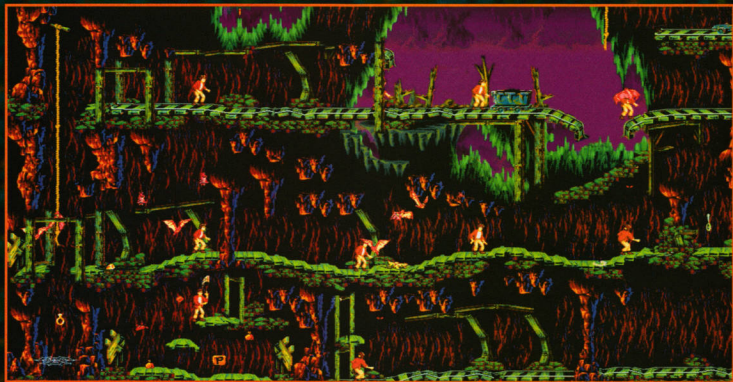
The first Boss is simple to defeat. Just use a lot of bombs and he'll be done for in no time.

Timing is essential when you swing from vine to vine.

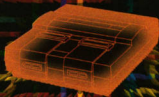


Watch out for this wild boar—get rid of him quick.

MAP OF THE MINES



SUPER NES



SAME PLAYER VERSUS MODE

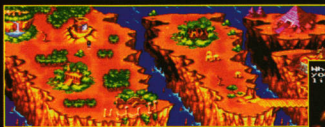
You can play a fighter against the same one to see who is the better fighter.



STORY MODE



Why is Shaq in this strange land? Select this mode to discover the answers to these questions.



TOURNAMENT MODE



Two to eight competitors play an Elimination Tournament to determine who is champion of the two worlds. Two controllers must be used, and a minimum of three characters must be selected to begin the tournament.



Long ago and far away, in a place called The Second World, there ruled the heartless sorcerer Sett Ra. A hunger for power still gnawed at him even though his dominance over The Second World was unchallenged. He longed to extend his grasp to the fair First World, Earth.

Sett Ra's plan was simple. He would destroy the Pharaoh of Egypt and usurp his throne. He created a perfect assassin from his own shadow who would



serve him without question. This shadow became Beast, the mightiest and most loyal of all Sett Ra's minions.

All is ready for the final battle—only the Chosen One can stop Sett Ra now. One who possesses strength, spirituality, courage, agility, intelligence, and unsurpassed skill in the martial arts. Where will the world find such a one? Only Shaq knows.



FACT FILE

SHAQ FU

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	N/A
THEME	% COMPLETE
FIGHTING	80%

A dominating force on and off the court: Rookie of the Year, perennial All-Star, and founder of Shaqido ... an extremely advanced form of martial art.

Inferno Kick Shaq uriken



THE GOOD

NBA fans will get to see what it's like to be Shaquille O'Neal and do more than just slam a basketball.

THE BAD

There aren't enough characters to choose from and the ones that are here aren't anything great.

THE UGLY

The control of each character seems to lag at times especially when jumping.

KAORI

Forced to obey Sett's will by the power of an enchanted ring, Kaori is the martial arts champion of an alien feline race.



RAJAH

A young mystic and skilled swordsman, Rajah fell prey to Sett's magic while exploring the nether plains with his spirit.



MEPHIS

A mighty, undead sorcerer who was Sett's apprentice thousands of years ago.



VOODOO

Many have fallen to Voodoo's dark magic. She uses her powers to hunt Sett's enemies.



BEAST

Created by Sett from his own shadow, Beast is the mightiest of Sett's servants.

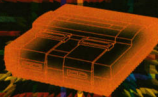


STREET FIGHTER IN PARIS

EGM had the opportunity to visit Delphine in Paris to get a behind-the-scenes look at their newest creation, Shaq Fu. Although the game was unplayable at that time, we were able to observe the elaborate process that they're using to create the fluid animations they're

best known for. Since then, we have been able to get an 80 percent finished version, and all of their hard work has really paid off, although the control still needs work. Hopefully in the next few weeks they'll have the bugs worked out. Look for our review next month.

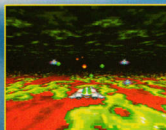




METAL MORPH

The year is 2214 and as the metal morph metallion you are an ambassador to the galaxy known as the Otherside. Earth has created a temporal displacement field known as a hypergate that links the two galaxies.

Your living metal body and ship are made of the only substance that can travel through a hypergate. If your mission of peace should fail, you must protect your metal morph technology at all costs. As you land at the rendezvous, the alien ambassadors ambush you. You awake in a strange place and realize that escape is the only way to survive.



The flying scenes in this game look cool. It is very tough to line your ship up with the

enemies to destroy them. I suggest that you dart around everywhere, constantly shooting until you kill them.



These are better than your standard shot because you can shoot more than one at a time.

Every unit you find gives you 90 shots. These are all over so take as many as you want.

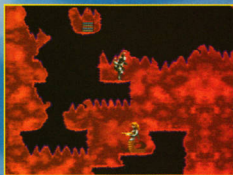


Laser

This is the second most powerful weapon. Shoot it and it splits three different ways,

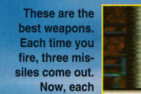


giving you a spread shot. This makes it easier to hit moving enemies. You get 30 shots per box.



This is a very tricky world to get through. The enemies are very tough to beat and get by without

getting killed. Plus, you have the electrical force fields to get through. Make sure you find the switches to turn them off. Also, find every weapon; you will need them!



These are the best weapons. Each time you fire, three missiles come out. Now, each



Missile

missile will seek out an enemy and kill it. Each package you pick up has 10 missiles.



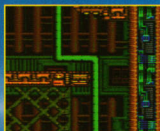
Shield

This gives you 10-15 seconds of invulnerability. Once you grab it, make sure you run

around and kill every enemy you can. He kind of looks like a T-1000 when he morphs.



Fly directly at this space station while fighting off enemies. What kind of design is that?



You must morph into the puddles to travel through all of the pipes you find.

FACT FILE	
METAL MORPH	
MANUFACTURER	# OF PLAYERS
FCI	1
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	12+
THEME	% COMPLETE
ACTION	100%

THE GOOD
The morph scenes are very detailed, and the opening cinema is really cool.
THE BAD
The animation doesn't run as smoothly as it could and one-hit wonders stink!
THE UGLY
Beating the heck out of your controller because you die so often.

BEWARE!



FROM THE CREATORS OF THE 7TH SAGA...

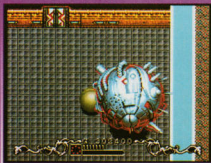
BRAIN LORD



Strange visions crowd my mind...
Reality or Dream?



This place seems to go on forever.
There must be a way out...



The door is locked! I can't get out!
I guess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy.
I didn't.

He believed that long ago, men rode the skies on the backs of dragons. They were called Dragon Warriors. Now, all the dragons have vanished. My father spent his lifetime searching for dragons...a life spent in vain. Now, I am the only descendant left. It is up to me to find the missing dragons.



They say only the gifted can unlock the secrets of the many mazes that lie before me. "If you don't go crazy, you'll go insane." Whatever that means. It has been thousands of years since anyone has seen the dragons. I doubt I will live that long. I have a scrap of paper someone placed in my pack. I wish I knew who left it. Only one line is written: "Are you a Brain Lord?"

I hope so...



This guy gives advice in the game. Is he lying to get you killed?

Ultima

The Black Gate

Ultima The Black Gate is the first chapter of Book Three in the Ultima Saga. You, the Avatar, receive a message from another dimension. The sender is a

being who has enormous power and malicious intent at Britannia after

intent. You arrive at Britannia after 200 years of absence and find that everything has changed. Nothing is the same. Innocent Britanniains have been disappearing and a cult has formed splitting Britannia into two groups. Does this cult, The Fellowship, have peaceful intentions or are its members conspiring to some dark purpose? The people have become suspicious and unfriendly. Whose dark hand pulls the strings? Britannia has definitely changed and it is your job to find who or what is behind it all.



This game has a really detailed plot and great game control which makes it lots o' fun.

Gold is extremely hard to come by, making it very difficult to buy necessary items easily.

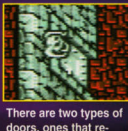
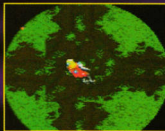
Your bloodshot eyes from playing this game for weeks on end.



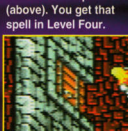
There is a lot of territory in this game to be explored. Make sure you go everywhere because you'll always find new items.

Ultima VII

MANUFACTURER	# OF PLAYERS
FCI	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
RPG	100%



Pictured are a list of spells (upper left), healing (upper right), Kal Lor (lower left), and ring of fire (lower right). Kal Lor returns you to Lord British anytime but you lose money and levels.



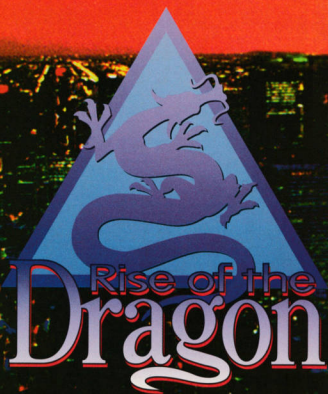
There are two types of doors, ones that require keys (below) and ones that need the Unlock Door Spell (above). You get that spell in Level Four.



This is your inventory where you view collected items plus equip new weapons and armor. You can also choose two shortcuts from your spellbook using the L or R buttons on the top of the controller. The spell shortcuts you choose are shown here.

LOS ANGELES 2053:

AIR SO HOT AND FILTHY, YOU SWEAT TOXIC WASTE.
STREETS SO MEAN, MURDER IS AN ACT OF MERCY.
IT'S A PERFECT PLACE FOR THE DRAGON.



Rated by ESRB

MA-17
Not appropriate
for minors.
Mature audiences

He controls the streets with terror. He rules the underground with his sweet poison. And, by the way, this animal's got your girlfriend.

You're William 'Blade' Hunter, an ex-cop doing grungy private-eye work in a seedy city. Now, the mayor, who took your badge for not going by the book, wants you to throw out the book and terminate the Dragon.

As 'Blade,' you must conduct the most desperate investigation of your life. In five days, cover the entire city, challenge everyone—and trust no one.

Use any weapon you can lay your hands on and every dirty trick you know to outsmart a complex cast of characters and end the Dragon's vicious reign.



SEGA

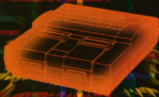
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WILDSNAKE

FACT FILE

WILDSNAKE

MANUFACTURER	# OF PLAYERS
SPECTRUM HOLOBYTE	1 OR 2
DIFFICULTY	AVAILABLE
VARIABLE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEB	N/A
THEME	% COMPLETE
PUZZLE	100%

THE GOOD

This is a very challenging game sure to provide hours of brain melt-down for those who enjoyed Tetris.

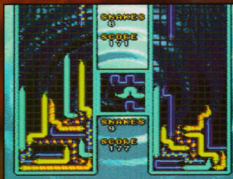
THE BAD

Only the standard grid shape is available in Two-player Mode. Even so, it's fun.

THE UGLY

Seeing a long-time Tetris god freak at his dismal failure to adapt to this game's deceptive uniqueness.

TWO-PLAYER MODE



Dupe a friend into trying to beat you.

Unfortunately, only the standard grid shape is allowed for Two-player Mode.

010-020

The best way to describe this game would be to say, "Tetris with a twist." Its interface looks very similar to the Russian classic. In this game you must think and react quickly. Two players may compete, or you can try a set of pre-programmed challenges to sharpen your skills.

WILDSNAKE

TETRIS? NOT!



This game is nothing like the game Tetris, which it is supposed to resemble.



You don't clear lines, you clear snakes of the same color.

KING COBRA MODE



Can you face the ultimate challenge of King Cobra? Several different aspects of your ability will be tested in this mode!

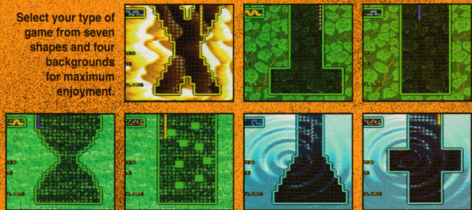


If you win, you must go on to other, even more difficult challenges. Can you challenge King Cobra?



CHOOSE FROM SEVERAL PLAYING STYLES

Select your type of game from seven shapes and four backgrounds for maximum enjoyment.



**AFTER PLAYING WITH THIS GUY,
YOU'LL BE THE FIRST ONE ASKED
TO CARVE THE TURKEY.**

**SAMURAI
SHODOWN™**

**MOST REQUESTED
GAME - 1994**

GAME GEAR

GENESIS
SEGA SATURN

Super
GAME BOY

SUPER NINTENDO
ENTERTAINMENT SYSTEM

TAKARA
Video Game Division

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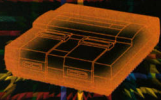
ZIP _____

STATE _____

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EGM





FACT FILE

GHOUL PATROL

MANUFACTURER	# OF PLAYERS
JVC	1 OR 2
DIFFICULTY	AVAILABLE
ADVANCED	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	15
THEME	% COMPLETE
ACTION	100%












Ghouls beware! Those dedicated fighters of the paranormal, Zack and Julie, hardly had time to rest when trouble started brewing again! While visiting the local library of the Dark Ages, our heroes stumbled upon a treasure chest out of which flew a book entitled *Ghosts and Demons*. Zeke, being the rebel that he is, recited a phrase in the book backward, which summoned a demon and his army of the undead! Now it's up to you to stop what has begun! Or better yet, grab a friend and tackle this adventure together!



Save this poor man from being electrocuted!

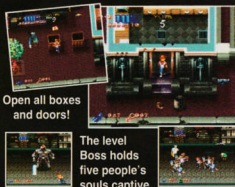


ULTRA COOL WEAPONS AND POWER-UPS!

					
Your basic weapon.	Seeks out enemies.	Lets you fire over walls.	Adds multi shots.	A powerful weapon.	Play as the Grim Reaper. Finding items is the key to survival in this game. Be sure to look everywhere!
					
Temporary invinc.	A liquid poison.	Fills one life meter.	Fills up life gauge.	Opens doors (Duh!)	



GHOUL PATROL



Open all boxes and doors!

The level Boss holds five people's souls captive.

"Help" word balloons show you the way.



Use the Reaper for invincibility!



Some enemies leave keys when they die.



LEVEL 1-THE LIBRARY



Don't bother fighting the charging tree or the circle of eyeballs because they're indestructible!



Often at times when you rescue a person, there will be an item or weapon nearby.

The ghouls in this game just keep on coming and appear through a portal at will.



You must find the portal that appears when you rescue all the people in the level.

THE GOOD

The levels are complex with many rooms to explore. This one must be played with two people!

THE BAD

Many people will miss out on this one just because of its title.

THE UGLY

When your character gets killed, they go down.

LEVEL 2-THE STREETS

Although you have a wide variety of weapons to choose from, some are more effective than others.



This ghoul will surprise you by hiding in a trash can! Watch it because this sucker can fire over walls!

Though it seems rude to walk into people's homes, you can't help but notice this old man's sound system!



When attacking ghouls, keep in mind that most of your enemies cannot shoot (or move) over barriers or water. Be aware that there are a few that can shoot over walls, though.



Mother always said look both ways before crossing the street!



When searching for items, if you get too greedy you'll get a nasty visit from Mr. Demon.

LEVEL 3-THE HOTEL



Too late! Oh, the horror!



Enemies only attack when you get close, so there's no time limit per mission.



Things aren't always what they seem when a common house plant turns on you!



Use the Reaper when the action gets intense!

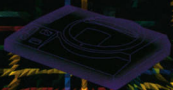


LEVEL 3 HOTEL LAYOUT



The enemies and obstacles you'll face in Stage Three get nasty so be alert! Some new types of enemies that you will face include the man-eating plant and the local resident zombies. Avoid the golden demons because they'll fire at you when your back is turned!

GENESIS



FACT FILE LETHAL ENFORCERS II GUN FIGHTERS

MANUFACTURER

KONAMI

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

5

THEME

SHOOTER

% COMPLETE

100%

THE GOOD

These games are just great for aggression and testing out your reflexes, especially with a partner.

THE BAD

Your sore hand from pumping the trigger like mad! What I wouldn't do for an uzi in the Old West.

THE UGLY

The ladies who taunt you by saying, "You couldn't hit the broad side of a barn." Sheesh!

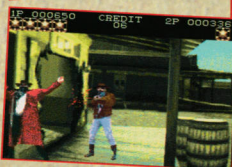
Annie get your gun—or anyone else who's trigger happy enough to take on the Old West. There are tons of scenes with a good assortment of bad guys to blast. You'd better get a friend to lend you a hand. This is one taxing game and you'll find yourself changing hands just to keep the action going. Fans of the first game will feel at home. Newcomers shouldn't let this one go by without giving it a shot. This is one of the few games in which you can shoot people and take out all your aggressions, even on the innocent victims. Journey to the Old West where things were settled with guns!

HEY LOOK BLOOD!!!



THE BANK ROBBERY

At the outside of the bank, chase the bank robbers who are on both floors. The trail takes you inside to the teller windows where a heavy hombre will burst through the door. Your last scenes are at the rear wall where the robbers try to escape. Finally, face the Boss by shooting the cannonballs and then nailing him when he changes places.



THE STAGE HOLD UP

Protecting the stage-coach and wagon is no easy job. You'll have to

shoot Indians and outlaws alike! The tricky part is to keep an eye on both sides of the wagon. Indians shoot you from inside as well as around the wagon. Watch out for the cavalry and don't shoot them. The Boss throws barrels to keep you busy, but he's easy if you keep firing on him and the close barrels.



THE GUNS OF THE OLD WEST

The extra guns take out the bad guys in a big way!



CANNON



DUAL



GATTLIN



RIFLE



SHOTGUN



POWDER GUN



Some guns are hidden behind items. Shoot everything!

SALOON SHOWDOWN

This showdown takes you through a lot of different scenes. Indoors and out, you'll have to quicken your reflexes as the screen fills up with multiple targets—some of which that are right in your face. Your final challenge is a quick draw. Shoot only the guys who are reaching for their guns. This takes a lot of timing and a quick trigger finger.



MARKO™

You're really having fun now!

Take a good look at Marko. You're going to see lots of him everywhere: on your

Genesis™ Game Gear™, Sega CD™ and Super NES®.

He'll take you on an amazing new adventure that's HUGE. With the hottest graphics. The coolest sounds. The smoothest animation.

You'll think you're playing inside an actual cartoon! What's it all mean? You'll have fun, fun, fun 'til your daddy takes your game machine away.

DOMARK

Exclusively sold in America by Time Warner Interactive
675 Sycamore Dr., Milpitas, CA 95035
408-473-9400





Room through city streets, construction sites, sewers, the circus and forest in a quest to defeat the mad Colonel Brown who's dumping toxic waste! Mario's only weapon is his amazing soccer ball, which he uses to knock out gangs,

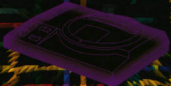
dogs, sludge monsters and other nasties. Just as in soccer, Mario can't use his hands. He's got to use his head, bicycle kick, knee tap and foot dribble to control the ball.



Now for play on your
Genesis, Game Gear™
and Sega CD. Coming
soon on Super NES!

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GENESIS



December 2049, Earth's Moonbase, Yaz 67, has been attacked and destroyed by an unknown alien battlecruiser. Earth Federation Starfleet Command sends two battlecruisers to attack the alien ship, but the crew was consequently wiped out by a malicious horde of robotic killing machines. This alien battlecruiser can only be stopped by destroying 12 plasma nodes that are protected within the 12 levels. It's your mission to destroy the nodes and stop the alien spacecraft, before the Earth is reduced to a lifeless hunk of rock.

TWO PLAYERS!



Two players can simultaneously play with a split-screen. In this mode the options are nearly endless.



FACT FILE BATTLE FRENZY

MANUFACTURER	# OF PLAYERS
DOMARK	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	12
THEME	% COMPLETE
SHOOTER	85%

WEAPONS FOR MASS DESTRUCTION

Throughout the game, you'll stumble upon a variety of weapons to annihilate the robotic menaces. Eight weapons are shown here, but there are two more, extremely powerful weapons to locate.



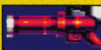
TRI BOLT
Fires a triple shot projectile.



RAPID
Fires multiple shots at a rapid rate.



PIERCER
A high-powered rocket launcher.



CANNON
Fires a large, powerful energy ball.

They aren't shown because, hey, we wouldn't want to ruin the surprise for you, now would we? Anyway, here's a brief glimpse of the weapons and their destructive abilities.

SPRAY
Sprays a wide path of bullets to take out foes.



GRENADE
Launches grenades with limited range.



LOCK ON
Automatically locks on enemies.



RICOCHET
Bounces off walls until it hits an enemy.



SCATTERED THROUGHOUT THE SHIP...

...you'll find everything you need to make your mission a success. Locate passcards to get past locked doors, refill your ammo supply, get more health, and much more.



MINE
The mines are hovering a few inches off the floor. Try not to step on them and you'll be okay.



HEALTH
PERSONAL ITEMS

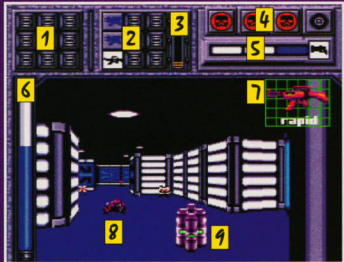


REFILL
YELLOW CARD
DOOR ACCESS
RED CARD



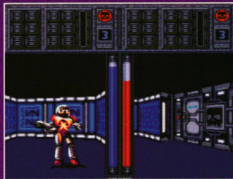
THE MAIN VIEWSCREEN

- 1) Displays any keycards you have.
- 2) Shows the weapons you have to use.
- 3) Displays the amount of ammo left in the chosen weapon.
- 4) The number of lives remaining to use.
- 5) Bonus Weapon.
- 6) Displays the amount of life you have left.
- 7) Shows the weapon you currently have selected.
- 8) A combat droid that met its maker.
- 9) An item to pick up by walking over it.



BATTLE FRENZY

LEVEL 1 The First Assault



Take a good look at your friend and be sure you don't open fire on him.



This not-so-friendly 'bot has destruction on its mind and you in its sights. Shoot or die!



Watch out for this robot shooting at you. Make sure you take him out beforehand.



Rounding corners can be hazardous to your health. Look before you leap.

Having two players can make the mission easier, unless you have an idiot for a partner.



The firefights are always intense, especially when your butt's on the line.



You never know who or what will appear down these long corridors.

You just can't get a break around here! Now the robots carry shields!



LEVELS 2 & 3 The Carnage Continues

Levels 2 and 3 aren't much different from the first level, except you'll be facing many more powerful robots and higher maze complexity, making escape a challenge. Some of the robots even carry shields to protect themselves! As expected, the plasma nodes are harder to locate and more heavily armored than before. The carnage keeps growing as you try to reach Level 12!

THE GOOD

The whole concept is pretty impressive and the smooth scrolling is very good for the Genesis.

THE BAD

In Two-player Mode, the screen sizes are so small it can be hard to see what's up ahead.

THE UGLY

The thought of someone installing a computer chip in my head to run around and kill things.



One good shot to the chest isn't always effective in the higher levels.

Off in the distance you see your best friend; a new, fully loaded weapon.



Robots just love to hide behind walls to ambush unsuspecting fools like you.

VIEWPOINT

This game is a translation from the classic game on the Neo-Geo. Finally, it is coming home at a more affordable price for the Genesis. Lots of people haven't had the chance to play this game, which is a shame. There are different special powers to use on the enemies. Unfortunately, there aren't any power-ups. The perspective is a unique one that you just don't see anymore. This is as good as a translation could be, considering the obvious deficiency in Megs. A Two-player Option is available, but it isn't simultaneous and works like the old SMB game.

THREE COOL LEVELS OF SHOT POWER!



There are three levels of intensity for your weapon. The longer you hold the button, the stronger the shot becomes. I recommend that you always charge if you're not firing.

THREE NIFTY SPECIAL WEAPONS!



You have three different special powers that are all color coded. The red is a fire wave, blue is a mine that hits everything, and green shoots a spread that is heat seeking.



There are all kinds of shooters and this one definitely has a perspective not seen in a long time. It's fairly hard to get used to dodging things from this perspective, but in time you learn. When I play this game, I am

reminded of the ancient Colecovision and the timeless classic Zaxxon.



There are tons of things that are thrown at you to keep you on your toes. They come from nowhere and smack into you!

These little buddies hang off the side and each gives you an extra shot making you extremely



lethal. If you don't have this power-up later in the game, you are pretty much toast.



THE GOOD

The playing perspective is unique and a reminder of the good ol' Zaxxon days.

THE BAD

There is a lot of slowdown and the colors just are not bright enough.

THE UGLY

The Level Two Boss is pretty much what I look like when I wake up in the morning. Blechhh!



The many options consist of a Difficulty Select and a Sound Test.

FACT FILE

VIEWPOINT

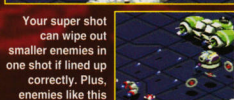
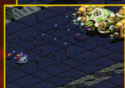


MANUFACTURER	# OF PLAYERS
AMERICAN SAMMY	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	6
THEME	% COMPLETE
SHOOTER	100%

Level 1



Shoot one flap to make it spin and that will open the gates allowing you passage to the next section.



Your super shot can wipe out smaller enemies in one shot if lined up correctly. Plus, enemies like this green ship take half as long to kill, lessening the chance of your uncertain demise.

These slinky-looking things can be pretty tough, but can be taken out with a solo super shot.

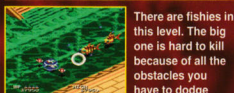


This Boss shoots twin lasers and a spread of normal bullets. Plus, he extends his range and charges you like a ram.

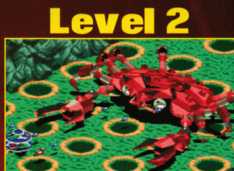
These flowers look harmless, but if you get too close to them, I guarantee they will gak you.



These twin turtles are a pain in the shell. You can only hit them when they stick their heads out.



There are fishes in this level. The big one is hard to kill because of all the obstacles you have to dodge while shooting him. The smaller ones, however, are very easy to kill.



This Boss will try to get you with his claws. Shoot 'em off first and then go for him. Careful though, he has one more form.

Level 3



This huge slug moves along slowly, but is hard to kill. Try to dodge him instead.



This level has quite a few bugs in it—the bugs that you step on. Anyway, use your super shot as much as possible. Getting to the Boss shouldn't 'bee' too hard.

These walls will open and close, trying to crush you. So please, be careful.



These things aren't very hard to dodge but they take an extreme amount of damage before dying.

This overgrown bee bumbles around buzzing while beating you silly. Keep far away and fire when possible.

Ballz 3D



1 PLAYER GAME
2 PLAYER GAME
OPTIONS
CONTROLLER

FACT FILE

BALLZ

MANUFACTURER	# OF PLAYERS
ACCOLADE	1 OR 2
DIFFICULTY	AVAILABLE
VARIABLE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
FIGHTING	100%

THE GOOD

A fighting game using 3-D rendered spheres? A cool idea, and it really came across well in this game.

THE BAD

The control for this game is difficult. With a viewpoint that rotates, directions become confused.

THE UGLY

Some of the comments for the display board are just outright rude. "Do you have the Ballz to win?"

CAN YOU TAKE IT?

how fin
is your
brain?
mutant!
want som
with ma4o
club?
afraid of
bruising
your ballz?
fight!

With most of the fighting tactics centered around humiliation, you can expect a blistering array of insults on the display board.

This game is not for the faint-hearted. Get ready for some serious ball-smashing in this unique fighter. A group of super-hackers, represented by virtual-reality fighters consisting of spheres, are gathering to do battle. Jester, a crooked cyberhacker who is hosting this tournament, has invited a crew of his own Bosses to fight as well!

THE BOSSES



The Jester invites you into his tournament.

Aside from the basic characters, there are eight Bosses. The Bosses are all unique in strength and style. Be careful, or you can say goodbye to your Ballz!



AWESOME 3D



This game has some seriously excellent 3D effects for a 16-Bit Genesis cart!

SPECIAL MOVES



Yoko breaks loose with his Pole Grab (flip).

METHOD: (hold C)+Up,Up



Turbo has a long-range attack which comes in handy.

METHOD: Twd,Twd,A



Divine has a really humiliating attack. She spansks her foes!

METHOD: win grapple, A

8 DIFFERENT FIGHTERS



THIS WILL PREPARE YOU!!!

Now activate every warrior's Fighting & finishing move, Fatality, Babality, Friendship, Pit & Kombat Tomb Fatality with a push of a button. No need to memorize these moves.

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Sega Genesis™ Kontrol Pad Shown

Here's just some of the preprogrammed moves you can do!

Baraka™	Double Kick	Blade Spark	Blade Swipe	Blade Fury	Head Slice	Blade Impale	Friendship	Babality
Kitana™	Fan Throw	Fan Lift	Sq. Wave Punch	Kiss of Death	Fan Decapitation	Friendship	Babality	Pit II +KTF
Kung Lao™	Teleport	Hat Throw	Bullet Kick	Whirlwind Spin	Fatality 1	Fatality 2	Friendship	Babality
Liu Kang™	Flying Kick	Std. Fireball	Crouch Fireball	Fireball	Dragon Bite	Smrst. Kick	Friendship	Babality
Mileena™	Roll Attack	Teleport Kick	Sai Throw	Sai Stab Shred.	Fatality 2	Friendship	Babality	Pit II + KTF
Johnny Cage™	Gr. Flame (low)	Gr. Flame (high)	Shad. Uppercut	Shadow Kick	Babality	Torso Rip	Decapitation	Friendship
Rayden™	Teleport	Flying Thndrbolt	Lightning Bolt	Shock	Uppercut Expl.	Pit II + KTF	Friendship	Babality
Reptile™	Slide	Acid Spit	Force Ball	Invisibility	Tongue Grab	Invisible Slice	Friendship	Babality
Scorpion™	Spear	Decoy	Scissor Tkdn.	Flaming Bones	Toasty	Double Slice	Friendship	Babality
Sub-Zero™	Slide	Deep Freeze	Ground Freeze	Frz. & Up. Cut	Ice Bomb	Friendship	Babality	Pit II + KTF
Shang Tsung™	Flames (1)	Flames (2)	Flames (3)	Body Possession	Drains the Soul	Pit II Only	Friendship	Babality
Jax™	Ground Pound	Grab	Sonic Wave	Head Pop	Arm Ripper	Friendship	Babality	Pit II + KTF

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STAR WARS CHESS

Anyone who plays chess can enjoy this game. It is a standard chess game, with the Star Wars characters as the game pieces. There are lots of options to play with and the computer has five difficulty levels. You can choose to be either the rebellion or the Empire depending on which makes you feel friskier. No side has an advantage over the other but each character has a different kill animation for the other characters. Watch as Yoda fries Boba Fett or as the Emperor sizzles Princess Leia. There is a two-player feature for action with your friends.

The Kings The Queens The Bishops



These are your weakest pieces, but the most important. If Checkmate is achieved on your King, you lose the game.



These are your most powerful pieces. She can move in all eight directions as far as you want, making her extremely deadly.



The Bishops move only diagonally, but if your opponent isn't watching his back, they can sneak up and destroy him very quickly.



The Knights The Rooks The Pawns



These guys move in L-shaped formations, making them sneaky because you don't always see them coming.



The rooks move sideways and up and down. They are good for taking out annoying characters on the other side of the board.



These move or less get in the way. They only move one space forward, but can save a bigger piece from getting killed.



There are 12 different characters. Six are on one side and six are on the other. They all fight one another and each fight has a different animation. Most are funny and look as cool as they can on Sega CD.

THE GOOD

Most of the animations of pieces killing pieces are extremely funny.

THE BAD

Once you've seen the animations, the fun is over. Plus, this rather tame game is rated MA-13.

THE UGLY

Emperor Palpatine is King and Darth Vader is Queen. That makes me sick just thinking about it.



FACT FILE STAR WARS CHESS

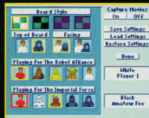
MANUFACTURER	# OF PLAYERS
SOFTWARE TOOLWORKS	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
PUZZLE	100%



Here you have a setup screen where you can put pieces around the board and create your own scenarios.

This Option Menu is accessed through the 2-D board that you can change to during game play.

Battle	Move!
Replay	Undo
Switch	Resign
Captured Pieces	
Set Up	Options
Load/Save	



These are the options that are found before the game begins to choose the tiles or a two-player game.



This is what the board looks like with all the characters in place. Chess will take you about 30 minutes to learn and a lifetime to master. The computer's skill even at Novice Level is extremely tough, so don't get frustrated if the computer always wins. Getting beat is how you learn.

Can you beat Mad Dog
to the Lost Gold?

MAD DOG II

the Lost Gold

LIVE ACTION
CD Shooting Game

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more-skilled game player.

SEGA CD

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



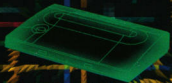
The GAMEGUN™ is now available to provide arcade level shooting action for all ALG titles on the SEGA CD™ and 3DO systems.



The Arcade Smash Hit by

AMERICAN
LASER GAMES, INC.

See your favorite retail store or call 1-800-880-1718 Ext. 346 for availability. Mad Dog II, The Lost Gold is a trademark of American Laser Games, Inc. 3DO and 3DO logos are trademarks of the 3DO Company. SEGA and SEGA CD are trademarks of SEGA Enterprises, LTD. All rights reserved.



Get ready for the dream match of the year! A brand-new way of fighting has arrived. Introducing the Team Battle System! This new feature consists of a three-member team fighting a one-round match against another three-member team. You arrange the order in which you want each team member to fight. Your team must overthrow all three members of your opponent's team to win.

Eight teams from various countries have been invited to this competition. Many of the fighters you may recognize from previous Neo-Geo fighting games. Each character has his/her own special moves to use in the battles, plus a Super Lethal Attack that can be used only when you power-up your character.

The graphics are completely redrawn as opposed to the previous fighting games. The new musical score and sound effects will really get you into the game. Some other new features include the ability to avoid attacks by stepping aside, your background teammates' reactions to the fight, and getting you out of throws.

THE GOOD

Excellent graphics, 24 characters, killer tunes, and awesome control just to name a few.

THE BAD

Unfortunately and surprisingly, the game tends to slightly slow down when there's too much action.

THE UGLY

Well, it's not Mai Shiranui's incredibly bouncy chest, that's for sure!

24 CHARACTERS!

Choose from eight teams consisting of three characters each for a total of 24 characters, or just go one-on-one.



FACT FILE

THE KING OF FIGHTERS '94

MANUFACTURER

SNK

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

SEPTEMBER

CARTRIDGE SIZE

194 MEG

NUMBER OF LEVELS

N/A

THEME

FIGHTING

% COMPLETE

100%

COOL FEATURES

This game has some new and unique features that other fighting games don't. Here are just a few new techniques you can pull off in these team battle matches.



Your teammate can jump in and get your opponent off your back!



Power yourself up for your Super Lethal Attacks!



When you are at maximum, do your Death Move for massive damage!

Italy



1. Slash Kick
2. Burning Knuckles
3. Syo Ryu Dan

The Bogard brothers (Terry and Andy) are back with their friend, Joe Higashi, to team up for the tournament. If you recall, these bad boys have been in all three of the preceding Fatal Fury games for the Neo-Geo. As you can see in the pictures below, all of their devastating moves come with them as well. This will be one tough team to beat. Play hard!



China



1. Super Bullet Attack
2. Gourd Attack
3. Psycho Ball Attack

The Psychic Fighters have proven to be some of the best fighters in China. Chin Gentsai, Atena Asamiya, and Sie Kensou use ancient techniques passed down from their ancestors to win their battles. As a team, they can do some real damage to their challengers! Some of the moves are the Kutotsuken and the Dragon Uppercut.



Japan

These newcomers are known as the Geniuses of Fisticuffs from Japan. Their names are Benimaru Nikaido, Kyo Kusanagi, and Goro Daimon. The first two fighters have lightning fast moves, while the third has deadly blows and grabbing techniques. Diversity makes this team worth playing. The choice is yours.



1. Lightning Fist
2. Mine Layer
3. Yambarai

U.S.A.

The Super Stars team consisting of Heavy D., Brian Battler, and Lucky Glauber are ready to take on all who oppose them! They love to fight on their home turf in the United States, but will take on any challenger, anytime, anywhere! Some of the team's moves include the Death Bound and the Hyper Tackle.



1. Soul Flower
2. Hyper Tackle
3. Cyclone Break

Korea

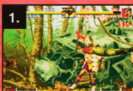
The Korean Team features Kim Kaphwan from the Fatal Fury series and two newcomers named Choi Bounge and Chang Koehan. This is probably the strangest group in the game because the three characters are so different from each other! Still, different is good when it comes to a team battle. Can Kim and his freaky friends survive it all?



1. Hisho Kuretsuzan
2. Hien Zan
3. Spinning Iron Ball

Brazil

Straight from the jungles of Brazil come the Ragging Soldiers. Jeider is the leader of this fearsome threesome, followed by Ralf and Clark. By spending most of their time training, they have perfected their guerrilla warfare tactics and are about to put them to use in the tournament! They present a tough challenge! Use them to find out!



1. Neck Rolling
2. Guttering Attack
3. Vulcan Punch

England

The Princesses of Punch from England is an all-female team. Mai Shiranui is from the Fatal Fury series, while Yuri Sakazaki and King come from the Art of Fighting games. All of their special moves come with them to the tournament including the Kacho Sen and Tornado Kick. They think they're better than all the guys. Try them and see!



1. Venom Strike
2. Fanny Strike
3. Ryu En Bu

Mexico

Another popular series of characters from the Art of Fighting games enter in the team battle! This time it's father and son, Takuma and Ryo Sakazaki. They are joined by their friend, Robert Garcia. Their trademark moves such as the Zanretsu-Ken and the Dragon Blast Punch make them very formidable characters!



1. Genel-Kyaku
2. Zanretsu-Ken
3. Super Flame Punch

AGGRESSORS DARK OF KOMBAT



FACT FILE AGGRESSORS OF DARK KOMBAT

MANUFACTURER	# OF PLAYERS
SNK	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
178 MEG	8
THEME	% COMPLETE
FIGHTING	100%

THE GOOD

Having a large playfield is a plus in this game. It also controls very well.

THE BAD

Just about every special move is a combo. You are left wide open when you miss with your attacks.

THE UGLY

These far-fetched "Crazy" moves have to be seen to be believed, such as the Jealousy Bomber!

Fight fiercely with all your might! The Aggressors of Dark Kombat are ready to take you on with devastating moves that will leave you in awe!

This is a one-on-one fighting game like no other because your playfield is not limited to one plane of movement. Instead, you can move all around the screen to position yourself for moves and avoid attacks. When you tap the A or B button, you will get a light punch and kick. If you press and hold one of the buttons, you will get a stronger move. You can dash by pressing forward with the control stick twice. You can pick up spiked bats, shovels, and bottles to throw. Also, you can grab your opponent and grapple for a move. As you hit your foe, an energy bar will build up at the bottom of the screen on your side. When this bar is full, it will flash "Crazy." When your foe's life meter is in the red, you can execute a hilarious special move that will destroy opponents!



All kids love Spiked Bat! Pick it up by pressing ∇ + A and for a special move, do $\nabla \triangle \rightarrow$ + A.



Pick up a bottle with ∇ + A. Now, throw it at your foe to give him/her a bad case of burning butt!

Press toward your foe with A and B at the same time to grab. Grapple to win the move.



When your foe is on the ground, you can attack him/her when close with A or B.



KISSARAH

CRAZY
MOVE!



Cheerleader Kick
 $\nabla \triangle \leftarrow \leftarrow$ + B



Cutie Rainbow
A, B, and C together



Jealousy Bomber
 $\leftarrow \triangle \nabla \triangle \rightarrow$ + A



SHEEN

CRAZY
MOVE!



Super Reverse Chop
 $\nabla \triangle \leftarrow \leftarrow$ + A



Flying Knee Kick
 $\leftarrow \triangle \nabla \triangle \rightarrow$ + B



Super Dangerous Frankensteiner
Push B for a while, and \rightarrow + let go.



Palm Blow

▼▲◀+A

**L
E
E**



Blue Wolf Fangs

▼▲◀+B



Evil Hawk Talons

▲▼▲▼+A

**CRAZY
MOVE!**



Gutsy Geta Rush

◀▲▼▲+A

**G
O**



Gutsy Kick

▼▲▶+B



The Famous Osaka Spiral Break

▶▼▲◀▼▼+A

**CRAZY
MOVE!**



Spinning Attack

◀▲▼▲+A

**B
O
B
B
Y**



Jet Uppercut

▶▲▼▲+A



Big Bang Attack

▶▲▼+B

**CRAZY
MOVE!**



Jo's Special

◀▲▼▲+A

**J
O**



Rapid Hundred Legs

▼▲◀+B



Friendly Duo Consolidated Punch

▲▲▶▶+A

**CRAZY
MOVE!**



Hard Palm Blow

▼▲◀+A

**L
E
O
N
H
A
L
T**



Bloody Cross

◀▲▼▲+A



Tiger Death Blade

▼▲◀+A

**CRAZY
MOVE!**



Exploding Hakkei

◀▲▼▲+A

**F
U
M
A**



Fire Dragon Crush

▶▲▼▲+A

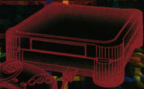


Power Smash

▶▼▲◀+A, B, C (Together)

**CRAZY
MOVE!**

300



AWESOME BATTLE GRAPHICS



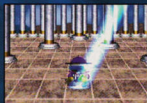
It doesn't get much better than this in terms of interactive, first-person combat!

USE YOUR SPELL POWER!



Be it a fireball, a lightning bolt, or a healing spell, all of your magical powers will be important to your success!

THE SEARCH



Upon finding your companions, revive them!

GUARDIAN WAR

INCREASE YOUR POWER



Be sure to visit the shops to buy and sell equipment for battle.

Upgrade using bodies—it's almost like buying a set of abilities.



THE MAP



Roam about, defeating evil in search of your buddies.



Use the zoom feature to get a bird's eye view.

COMBAT STRATEGY!



Highlight the foe to gank him/her!



Avoid the attacks of the enemy using defenses.



Certain terrains offer better protection.



Be sure to keep up-to-date on character stats.



FACT FILE GUARDIAN WAR

MANUFACTURER

PANASONIC

OF PLAYERS

1

DIFFICULTY

HARD

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

RPG/ADVENTURE

% COMPLETE

95%

THE GOOD

This game has an excellent combat system, with really cool fighting animations for each character.

THE BAD

It's difficult to find anything truly disappointing about this game. It's a great RPG/Combat game.

THE UGLY

Definitely not the goddess! Who wouldn't save the planet and slay the nasties for her?

On another world, in another time, life was abundant, and peace was secure. Suddenly the forces of darkness spawned upon the planet, creating legions of evil minions. A lone goddess of peace realized that the planet was endangered, so she brought forth warriors to combat the evil using courage, light, and love (aw, how cute). Save the world, save your hide, and impress the babilicious goddess!



Save the world for her? No problem!



TO ALL STAFF:

No playing
video games on
company time.

The Manager

Having the best selection
and the most knowledgeable salespeople
does have its drawbacks.

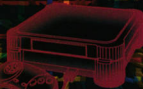
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FACT FILE

SLAYER

MANUFACTURER	# OF PLAYERS
SSI	1
DIFFICULTY	AVAILABLE
VARIABLE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
RPG	95%

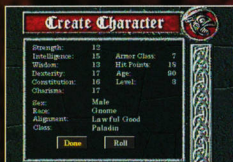
Choose or Create!



You can choose from a list of pre-made characters, or you can make your own.



Your dude has to have a face so pick one from the list.

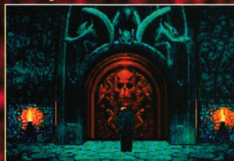


Give your guy the different strengths and weaknesses that make him special.

Slayer is definitely not a kid's game!

This is the first AD&D game on the 3DO and it is definitely worthy of its name. In this game you fight your way through maze levels avoiding traps, and killing enemies while you try to solve the puzzles. The game can generate up to 4 billion different dungeons. This means every time you play it will be something new. Using the power of the 3DO Slayer brings you awesome graphics and animation that will blow your mind. You can choose from a list of pre-made characters or you can take some time and make one yourself. You can also pick the attributes of the dungeon that you are about to enter.

Slayer is here!



Fight through more than 4 billion different dungeons!

This game can generate over 4 billion different variations, assuring that you won't play the same thing twice!



These areas will transport you to different places on the map.



The creatures you fight can be from any number of settings.

SLAYER

THE GOOD

The game is really huge! It also has cool graphics and a lot of options.

THE BAD

The controls are hard to get used to.

THE UGLY

Every bad guy in this game is really ugly.



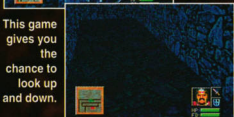
The doors open and it is time to enter the world of Slayer! These are two of the scenes from the introduction.



You can customize your level, by putting different monsters in a game.



Enemies hit and run, or they go head-to-head with you.



This game gives you the chance to look up and down.



STARTS IN NOVEMBER

300

BURNING
SOLDIER©1996 Mattel Games, Inc.
All Rights Reserved.
3DO SHOOTER CD-ROM
3DO SHOOTER CD-ROM

FACT FILE

BURNING
SOLDIER

MANUFACTURER

PANASONIC

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

18

THEME

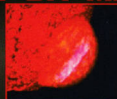
SHOOTER

% COMPLETE

100%

BURNING
SOLDIER

THE ATTACK ON MARS!



In the future, an alien race who inhabited Earth tens of thousands of years ago, attacks planet Mars. To retaliate, Earth attacks their mother ship—revenge is up to you!

STAGE 1

Vears and years ago, an alien race lived on Earth. Suddenly, a flood destroyed the whole civilization. In the year 2095, they have come back with a vengeance and destroyed part of Mars. The Earth, in retaliation, sends out ships to attack the mother ship. This might sound like a sci-fi movie, but it's actually the story line for the shooter Burning Soldier for the 3DO system. In this game, you don't actually control the ship—it controls itself. You just shoot everything in sight. There are many stages in the game, and in between each stage there is a cinema explaining what your objective is for the next mission. This game is one of the best shooters I've ever played. The control is great and the scrolling is very smooth. My favorite part of the whole game is the music. It's fantastic and totally fits the theme. This is definitely the best shooter title for the 3DO to date.



Watch out! You might get hit by asteroids!



Be careful of these ships, they're quick and agile!



Shoot the asteroids before they hit your ship!

STAGE 2



There is a plethora of missiles coming at your ship—shoot 'em!



This is what happens if you don't shoot in time!



Unlike the ships in Stage 1, these shoot missiles!

KNOW THE COCKPIT!

THE GOOD

The graphics for this game are clean and detailed, plus the music is great!

THE BAD

At times, it's hard to follow who's shooting at you and who you're shooting at. Talk about confusing!

THE UGLY

Watching the death cinemas when your ship explodes into a million pieces. Very bad gig!

Watch your shield. With every hit you sustain, this meter gets lower and lower.

This is the Blaster Meter. When fully charged, the red bar will blink rapidly.



This light will turn red when your blaster is fully charged.

This is your "lock-on" light. When your crosshairs move over a target, this light will illuminate.

VR STALKER



THE FIRST
360° AIR COMBAT SIMULATOR
FOR 3DO



Created by
MORPHEUS



The United States has been invaded. Los Angeles and New York have been nuked. The underground resistance has chosen you as one of their elite fighter pilots. Your code name is STALKER. Your mission is simple. "Take back the United States." Or is it simple? From inside a VR-SIMULATOR 3DO you will attempt to recapture the country state by state. Along the way you will encounter a variety of hostile Enemy Aircraft, Anti-Aircraft Guns, Tanks, and a few other surprises!

Fifteen. Intense levels of game play. Fully mapped 3D environment map images and smooth gradient filled 3D polygon models. Over 30 minutes of killer animations. Advanced realistic flight model. 3D stereo sound effects and originally composed CD quality soundtrack.

Distributed by

800/880-1718



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BURN CYCLE

It's gotta really stink to only have 24 hours to live. That's right. In this title you've got one day to solve the mystery of who's after you, why they want to kill you, and how you can save your worthless hide from certain death. You are Sol Cutter, a cyberpunk who likes to jack into the net and make off with other people's money. That was all fine and dandy until you decided to tweak with Softech. While messing with their base, a nasty brain virus was downloaded into your noggin, which will eat away at your brain until you die ... 24 hours later. Can you save yourself in time?

SOL GETS A NASTY HEADACHE



FACT FILE

BURN: CYCLE

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
HARD	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ACTION/PUZZLE	90%

THE GOOD

This game must have years worth of action-packed cinemas. This is more like an interactive movie!

THE BAD

Sometimes the control is a tad annoying, but not at all enough to drag this title down.

THE UGLY

Some of the blood scenes (someone gets shot) are really gory. This is an adult-only title!

One night while breaking into Softech using cyberspace, you are blasted with a nasty shock. Unfortunately this was no random power surge, this was the implantation of a brain virus which eats your brain away within one day. It's tough to be you!



A HUGE AMOUNT OF CHARACTERS TO INTERACT WITH



One thing that is really awesome about this game is the massive cast of characters you can meet and interact with. Some will share prolonged relations with you, others won't. Check it out!



THE ACTION BEGINS



This is where it all begins. You wake up realizing the Burn: Cycle Screen.



You wake up with a splitting headache. OW!



Kris, your assistant, snaps you out of it.



She tells you to quickly don the HUD unit.

THE HUD UNIT



You will have to learn the control of this thing if you want to survive for very long.



Using the HUD interface, you can save your game.



Kris can give you direct video transmissions.



It also comes in handy when targeting nasties.

DEATH OF KRIS



Your trusty assistant won't be around for long, so take precautions.



She'll be calling for you to hurry to her location.



Who is targeting her behind her back?



You are forced to see her graphic death.

THE LIFTER



This little craft will come in handy throughout the game. Use it wisely!



Search Kris for some useful items.



With the keys you find on Kris, you can use the lifter.



Once inside, it's a whole different challenge.

INTERACTIVE ADVENTURE



Although many games are using terms like interactive to describe their action, few come quite as close to true interaction as this game. The sheer vast-

ness of the people and places, conversations and choices make this a very excellent game. Heck, if you play your cards right, Sol can even become a woman later in the game!

AWESOME INTERACTION

Out of all the CD games I have played, this game comes the closest to a truly interactive movie. Excellent game play as well as character interaction make this top-notch entertainment! Excellent!





THE HUMAN RETINA CONTAINS 132 MILLION
LIGHT-SENSITIVE COMPONENTS.

*Suggested retail price. Games require optional Digital Video cartridge. Space Ace and Dragon's Lair © 1983, 1994 Sun Soft Ltd. Licensed exclusively to Super Club. The 7th Guest © 1993 Philips Interactive Media International Limited. Licensed by Virgin Interactive Entertainment (Europe) Ltd. The 7th Guest and Interactive Drama are trademarks of Virgin Interactive Entertainment Inc. Virgin is a registered trademark of Virgin Enterprises Ltd. © 1993 Virgin Interactive Entertainment (Europe) Ltd. and Triobyte Inc. All rights reserved. Mad Dog McCain is a trademark and licensed product from American Laser Games, Inc. © 1990, 1992, 1994 © 1994 CapSoft. International Terms Open © 1990 Philips Interactive Media France and Puffin Interactive. All rights reserved. Compton's Interactive Encyclopedia © 1990 Compton's New Media, Inc. All rights reserved. © 1994 Philips Media. All rights reserved.

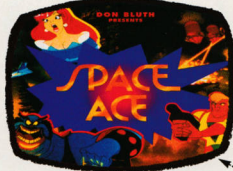
The 7th Guest

"This gorgeous game marks a new standard...beautifully rendered computer images, with tons of live-action video thrown in, heighten the ghastly game play." *Gamepro*



Space Ace

"Space Ace is a blast to play and is truly faithful to the original coin-op. The digital video is perfect and the game controls great." *Electronic Gaming Monthly*

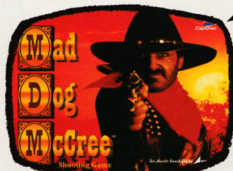


Dragon's Lair

"The Sega CD version suffers from lack of control and grainy graphics. The 300 graphics...and sound just can't match up to the incredible job that was done on the CD-i." *Electronic Gaming Monthly*



WAKE THEIR TIRED BUTTS UP WITH THESE IMPROVED CLASSICS.



"...outperforms all others...packaged with a quality light gun, the CD-i version allows faster aiming, immediate response...instantaneous cuts..." *Electronic Games*

Mad Dog McCree



"Microcosm on CD-i is 100% absolutely, positively the best version period. It puts all other game systems to shame...excellent sci-fi adventure." *Video Games*

Microcosm

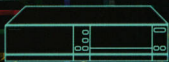
CD-i

So, you've already played these games on other formats. Good. Then you'll be the first to appreciate the full-on sonic and visual overhaul CD-i has made on them. Remember the blurry, pixilated graphics? The dime-store sound effects? Well it wasn't your vision and hearing that sucked. We've replaced them with razor-sharp video and digitally crisp audio. And those with quicker reflexes than the average 80-year-old will dig the faster response time. But we've bent your ear long enough. Experience the classics on CD-i for yourself. After all, you've got 132 million photoreceptors leaning dangerously towards the snooze button.



Magnum 400 CD-i player, now \$299.95* includes 3 free titles.

PHILIPS MEDIA



FACT FILE MUTANT RAGE: BODY SLAM

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
ADJUSTABLE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	10
THEME	% COMPLETE
FIGHTING	90%

The game is Body Slam, the premise is simple: hand-to-hand combat, waste everybody else before they waste you! Easy enough, or so you think. Once you take on the challenge of the Cyber Net, there's no turning back. You can choose to fight as one of the three humans who call themselves the Natural. Your gang of rebels consists of two males and one female. All three are very similar in the way they control, but each has his/her own special moves. Your goal is to travel to many different areas of the world and take on mutant creatures who are half animal, half human, and very deadly. Body Slam plays very much like the old arcade game Double Dragon. However, in Body Slam, you have the ability to tag off with the other players during certain points in the game. If you think you got what it takes, give Body Slam from the Philips CD-i a try!

THE GOOD

The graphics on Body Slam are done very well, especially the detailed backgrounds.

THE BAD

The control can be less than responsive at times, not to mention the animation of the characters.

THE UGLY

The game has nice live footage between the rounds that show just how ugly the enemies are!

MUTANT RAGE BODY SLAM

The year is 2068, and things have really changed in the future! The Millennium Wars ruined the world's grand cities. The Grey Tremor Plague of 2017 reduced the population by a

third with its deadly accuracy.

Radiation from the Thanatos meltdown radically altered the gene pool causing unusual defects in newborns. With technology advancing, bioengineers have created animal-human hybrids. Athletes are commonly enhanced with bionics in order to increase their stamina, dexterity, etc. The Cyber Net,

a fiber-optic communication network links everything. The rage of the Cyber Net is Body Slam, a hand-to-hand combat where players try to crush their opponents before they are crushed! Behold the new world and its newfound game. Are you up to the challenge?



THE COMBATANTS



DAEMON STONE



TORY SWIFT



RACK SAXXON



At the Options Screen you can set up the number of lives, the degree of difficulty, and the music, too.



If you're running low on health, switch off with the other two fighters at the Special Tag Pad.

Each fighter has the ability to do special moves as long as they have enough energy. Check out Tory's kick!



Food is located throughout the levels to boost your strength. Make sure the enemy doesn't get to it first!



Besides your awesome fighting ability, there are many different weapons hidden throughout the game.



Right after you perish, there is a special move that wipes everything off the screen, including half your energy!



Shah, Durrum
L.A. Vice, Potholes

IT'S NOT WHETHER YOU WIN OR LOSE. IT'S HOW MANY
OF THESE ARROGANT BASTARDS YOU TAKE DOWN WITH YOU.



Say hi to L.Wolf Jam, master of ceremonies. In killer full-screen animation, he introduces you to the pompous bosses of 10 different enemy teams. They issue you a challenge and you accept. Or run like hell.



It's your team of three genetically gifted humans against the rest of the inhuman race. Relax, your teammates are awesome street fighters and for weapons use all the steel pipes and severed body parts they can get their hands on.



Meet Tina Felina, boss woman of the Animorpha Roma team. Like the other team bosses, she'll badger, heckle, mock you and spew out a bunch of other snide challenges. Do us a favor. Kick her ass.



In **Mutant Rampage: Body Slam**, you'll clash with thugs of every conceivable size and ugliness. Because in the plague-ridden, post-apocalyptic year of 2068, they rule the rubble-strewn cities of Earth. And to make matters even worse, they talk trash. Guess you'll just have to waste them. Because there's only one thing that's more irritating than getting your face rearranged by a scum-sucking mutant who's bent on rampage. Listening to him rub it in afterward.



Magnavox 400 CD-i
player just \$299.95* includes 2 free titles.



SAMURAI SHODOWN



or pull and tips fo



HA!!



The beginning sequence starts with a slide show and scrolling text which tells the story of why you are fighting in the tournament.

FACT FILE

SAMURAI SHODOWN

MANUFACTURER	# OF PLAYERS
TAKARA	1
DIFFICULTY	AVAILABLE
MEDIUM	NOV
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	N/A
THEME	% COMPLETE
FIGHTING	100%

THE GOOD

The play control is excellent which makes getting the moves off easy.

THE BAD

It's hard to see what you're doing on the small screen.

THE UGLY

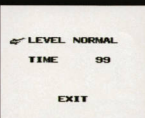
The graphics leave a lot to be desired.

Welcome to the world of hand-held fighting games. With all of the competition out there, it's hard to find an original fighting game. Tankara has a hit with Samurai Shodown. I have not played a game where the special moves are so easy to perform. You will find Samurai Shodown an excellent addition to your video game collection.

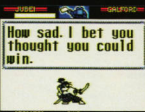


12 CHARACTERS!

There are 12 fighters to choose from, each with his/her own special moves and combos.



The Option Screen gives just the basics.



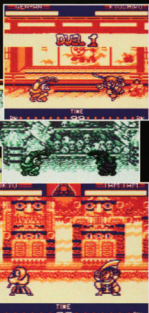
CONTINUE OR NOT?

If you lose, you are given another chance to either win or be demolished.



BATTLE ROYALE

Even in the smaller Game Boy version, all of the original backgrounds are here. With so many backgrounds, it's hard to see the same one twice.



SPECIAL MOVES GALORE

Are you ready to decimate your opponent? With all the moves at your disposal it should be easy, right? Not a chance! The computer shows that it can hold its own. You'll have to fight it out.





BUBBLE BOBBLE



FACT FILE BUBBLE BOBBLE

MANUFACTURER	# OF PLAYERS
TAITO	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	80
THEME	% COMPLETE
ACTION/PUZZLE	100%

COLLECT TONS OF POINTS!

After you destroy an enemy, a food object appears, each worth a varying amount of points. Collect each of these objects and make your point total skyrocket!



The popular Bubble Bobble game, originally for the 8-Bit Nintendo system, is now on the Game Gear format! Hooray!! To tell you the truth, I've never played Bubble Bobble before, so I've never understood how addictive it was. However, once I started playing it, I began to understand the addiction of this game. The great thing about it is that it's so simple anyone can play it, from young to old. This is a perfect game to be put on the Game Gear format, I'm just surprised it took so long. The game play is great and graphics are clean and defined. If you want a fun and addictive game with hours and hours of game play, pick up Bubble Bobble for the Game Gear. It's loads of fun!



Collect letters to spell out "EXTRA" for an extra life!

The enemies turn red when they are angered!

After all the enemies are cleared, collect the fruit!



Drop through the bottom and reappear at the top!



Use the bubbles to bounce to higher levels!



Careful! Don't get cornered by the enemies!

THE GOOD

The hours of fun you will have playing this game! It's addictive!

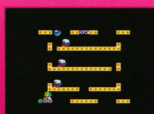
THE BAD

The older people might be apprehensive about playing a game like this.

THE UGLY

Your social life after playing this game. You'll never leave the house!

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STAR TREK THE NEXT GENERATION

THE ADVANCED HOLODECK TUTORIAL



FACT FILE

STAR TREK HOLODECK

MANUFACTURER	# OF PLAYERS
ABSOLUTE	1
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	5
THEME	% COMPLETE
SIMULATION	90%

THE GOOD

This is a Star Trek simulation that tries extremely hard to give you the feel of the Trek genre.

THE BAD

A problem arises when a true Trekker finds that ALL problems are solved with phasers and torpedoes.

THE UGLY

I like a good fight as much as the next officer, but a fight every mission gets old.



Captain Picard is here to tell you what needs to be done and how well you did.

You'll warp into a lot of weird and dangerous systems. Some friendly ones as well.



The transporters work the same as ever, and you will be greeting all kinds of visitors.

A brand new Star Trek flight simulation is here, on the most surprising format yet. It is presented as an Advanced HoloDeck Tutorial, and its job is to teach you what it's like to be a starship captain. Take over the mantle for Captain Jean-Luc Picard. Your first officer William T. Riker is there to remind you of your mission; Lt. Worf mans the weapons and shields; and Lt. Cmdr. Data, Geordi, and the crew round out your staff. All of your favorite characters are here, but Wesley's not—what more could you ask for? How about a little planet exploration, a small amount of personnel interaction, etc.? The game turns out to be a little limited, but it's entertaining and pushes the capabilities of the Game Gear. So tap that communicator and prepare to beam up for action!



Every person on your bridge is there for a reason. They all have up to



three separate duties they can perform. It's up to you to give the orders.



THE CAST AND CREW

Lieutenant Worf: Tactical Systems
Control Lieutenant Commander Data:
Operations Control
Lieutenant Commander Geordi La Forge:
Engineering Systems Control
Chief Miles O'Brien: Transporter Systems
Control
Commander William Riker: Mission Control



You might find yourself having to go into orbit around a planet. It's not as easy as it is on TV!

Every once in a while, some weird things will happen, like a temporal rift.



Of course there are plenty of Ferengi vessels to destroy. There are a few Romulans, too!

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



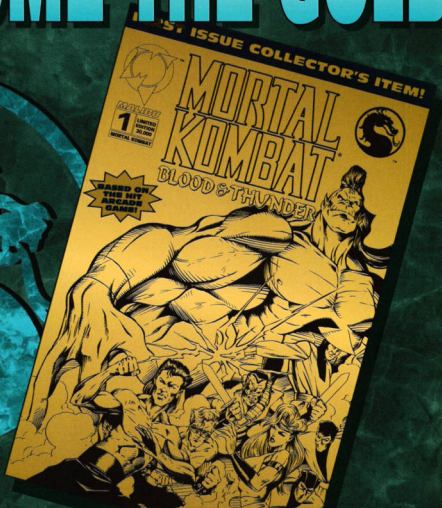
It is impossible to compare a 16-Bit system to the Game Gear, but this is in the Gear's favor. The Enterprise is drawn almost the same way, and the space scenes are drawn very well for the Game Gear.



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LIFESTYLES

THE POP

Tune in, Turn on with Hip New Audio Books

Traditionally, audio books have targeted exclusively a baby boomer audience. Truly, many a boomer has reaped the inspirational benefits of an L. Ron Hubbard (who???) audio cassette. But to younger audiences, audio books often are considered on par with the droll cassette-voice accompaniments to those educational slide show presentations in social studies class; both are aphrodisiacs for sleep. All of that is about to change, however.

With a younger, hipper audience in mind, Time

Warner Audio Books has injected some new vigor into the old, stale audio book format. Harkening back to the old days of radio drama, many of these new productions are full-cast

boost, with pulsing soundtracks that amplify the literary tension behind the narrative text.

To create exciting and original types of programming, Time Warner has opted for

punk classic, *Neuromancer*, and *Do Androids Dream of Electric Sheep?*, a 25th anniversary presentation of Philip K. Dick's classic tale which later served as inspiration for the movie *Blade Runner*.

In November, Time Warner Audio Books

will unveil a landmark production of the George Lucas *Star Wars* Trilogy, featuring multiple voices and a rich background of special effects.

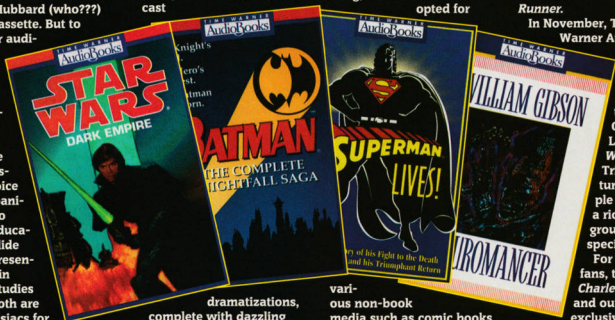
For hoops fans, there's *Sir Charles*, a candid and outrageous exclusive inter-

view with one of the NBA's loosest cannons.

Music fans will want to check out *Get in the Van*, rock icon Henry Rollins' account of life on the road with his legendary hardcore band, Black Flag, narrated by Rollins himself.

Offering a little something for everyone, Time Warner Audio Books has combined state-of-the-art audio technology, slick production, and some of the hottest titles around to fast become the MTV of audio book domain.

So strap on those headphones and tune into a good audio book.



dramatizations, complete with dazzling sound effects and grand background music. Even titles that are presented in the straight narrative format are given a dramatic

variety of non-book media such as comic books and movies as another source to create their library of titles, striking licensing agreements with such big names as Lucas-Film LTD and DC Comics.

Already the company has released such hot titles as *Star Wars: Dark Empire*, based on the popular Dark Horse Comic; *Batman: The Complete Knightfall Saga*, chronicling the Caped Crusader's fall from power and his attempt to reclaim the mantle; and *Superman Lives!*, a riveting retelling of the death and subsequent return of Superman.

For sci-fi fans, the lineup includes an audio version of Henry Gibson's cyber-

Strange but True

One More Reason for Good Dental Hygiene
A resourceful inmate at a West Virginia jail masterminded a breakout by braiding together strands of dental floss into a 20 foot escape rope. Police captured him five weeks later and the prison no longer provides him with dental floss.

Put your Ear to It and You Can Hear the Ocean
The *New England Journal of Medicine* recently reported that one woman's plight of embarrassing gurgling noise emanating from her chest during air travel was caused by air pockets trapped in her saline breast implants that expanded with the changes in altitude.

CULTURE SOURCE FOR EGM READERS

When I Paint my Masterpiece...

As kids, Greg and Tim Hildebrandt used to color old dust rags with chalk and sew them together into makeshift superhero costumes. As adults, their clothes are now smothered in paint, as these maternal twins and renowned fantasy and science-fiction artists are once again back in the superhero business, interpreting the Marvel Universe on their first-ever comic card set—Fleer's Marvel Masterpieces '94.

The Hildebrandt brothers achieved a cult-like status

in the 1970s for their work on several *Lord of Rings* calenders and the original *Star Wars* movie poster. With Marvel Masterpieces '94, the duo has taken their first stab at the world of comic book characters. Through their unusual painting style (both artists work together on every piece), the Hildebrandts have created a dramatic and original interpretation of the Marvel Universe.

Due to be released October 1, the 140-card set features gold-foil stamping, UV coating, and four-color

printing. The card pack showcases the Hildebrandts' style with actual quotes from the artists themselves. The series also features a 10-card Holographic Foil subset, a nine-card Power Blast etched foil subset, and a parallel 140-card set autographed in gold foil by both of the Masterpieces artists.



New Dictionary of Slang is Food for the Culture Vultures

Nothing turns the stomach of an overzealous English teacher faster than the use of slang in the classroom. With its use long considered base and improper, slang is just now getting its day in the sun with the *Random House Historical Dictionary of Slang*.

Though it is often given a bad rap, slang is one of the most integral

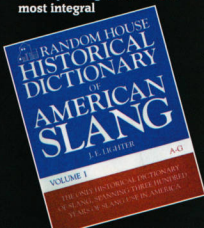
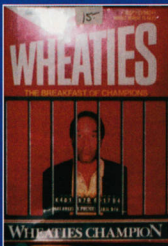
elements of American culture. The product of one man's decades of research, *The Random House Dictionary of Slang* illustrates slang from all eras of American history with accurate definitions and citations from over 8,000 varied sources, from Civil War soldier diaries to modern day rap music.

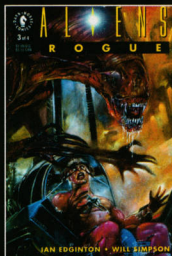
Along the way, the dictionary offers intriguing new insights to the origins of words. Jan Brady, for instance, was not the first American to utter the word "groovy." That, in fact, originated with black jazzmen in the 1930s. On the other hand, Wayne and Garth may indeed have been the first to coin the term "babelicious" to describe a comely lass.



It just ain't right...

With O.J. Simpson gracing every TV screen, newspaper, and magazine in the country, you had to know it was only a matter of time before his mug would show up here. This parody was on sale at the San Diego Comicon. With eight essential vitamins and iron, what better way to kick off the day than a bowl of Wheaties and a cool glass of O.J.





Tekno-Comix Debuts First Titles

The year is 2010. For almost 40 years, MIT's Search for Extra-Terrestrial Intelligence (SETI) program has probed the reaches of space in search of alien life. One day, unexpectedly, SETI finally gets an answer. It is under these ominous auspices that the story *Primortals* begins.

Set to premiere in November, *Primortals* is the first from the Tekno-Comix line of highly anticipated comic books.

Tekno-Comix was created as the latest endeavor from Big Entertainment. Co-founded by Mitch Rubenstein and Laurie Silvers, Big Entertainment was previously responsible for one of the most successful launches in cable television history with the debut of its Sci-Fi Channel.

Since its recent inception, Tekno-Comix has amassed an impressive list of celebrities and best-selling authors to serve as creators under the Tekno-Comix banner, including Leonard Nimoy (best known for his portrayal of Mr. Spock on *Star Trek*); Neil Gaiman (author of *The Sandman* comic book series); Max Allan Collins (writer of the syndicated *Dick Tracy* comic strip); Mickey Spillane (author of *Mike Hammer*); John Jakes (author of *North and South*); fantasy writer Anne McCaffrey; and the late Gene Roddenberry (creator of *Star Trek*).

First out of the gates for this founding comic book company is *Primortals*. Conceived by Leonard Nimoy, it is the story of an impending alien arrival to Earth and the effects of this occurrence on our society. How would the Pentagon, without a contingency plan for interstellar contact,



react to this potential threat? What would be the effects on the global business community? What would be the political and religious implications? That's but only the beginning, as *Primortals* promises to delve into these questions and more.

Also coming in November, Neil Gaiman's *Mr. Hero*—*The Newmatic Man*, the story of a rediscovered, steam-driven Victorian robot and an evil saurian in an Armani suit who wishes the robot destroyed.

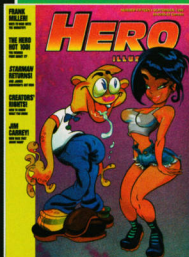
Shipping in December is Gene Roddenberry's *Lost Universe*, the story of a war-torn Earth and its attempts to reunite humanity. Majel Barret

Roddenberry will serve as creative director to the project.

Born of broad vision, Tekno-Comix was created with the hope of one day expanding its universe into other areas of multimedia and pioneering a merger between the beloved American institution of the comic book, the emerging information superhighway, and the ever-expanding capabilities of today's technologies.

First and foremost, however, Tekno-Comix will focus on putting out quality comic books. Beginning in November, fans will see for themselves exactly what the Tekno-Comix universe is all about.

This month in **HERO** ILLUSTRATED



When you're done drooling like Jimmy the Idiot Boy over this cool cover by Ren and Stimpy creator John Kricfalusi, dig inside **HERO ILLUSTRATED** #16 for a peek at the **HERO 100**, a list of the most important people in comics today. Plus, Jim Carrey tells all in a behind-the-scenes interview with the man behind *The Mask*.

Attack of the 50-Foot Blanka: Fighting Games Ready to Tackle the Big Screen

Almost since the dawn of the silicon chip, video game companies have hounded at Hollywood studios for the right to base their games on the hottest movies. Lately, it seems, these tables have turned, as no fewer than three movies

who also produced last summer's *The Crow*, which was based on a best-selling comic book. "The issue isn't so much the source as it is the execution—how it can be translated by filmwriters and filmmakers into a legitimate movie."

Skeptics contend that video games offer too little substance to make for a decent film and point to last year's *Super Mario Bros.* bomb as evidence.

Pressman counters, "*Super Mario Bros.* had a lot of things going against it. First, it came out four or five years

after the game's popularity had peaked. Second, it attempted to replicate the game rather than translating it into a cinematic form that audiences are interested in. Third, *Super Mario Bros.* didn't fit into a specific genre. It was hard to place it into any contemporary movie genre that audiences are used to. On the other hand," he says, "*Street Fighter* and *Mortal Kombat* easily fit into the action genre. For us it was important to cast the film with people like Van Damme and Raul Julia to legitimize it as a real movie within that action genre."

The film is based on a script by veteran action screenwriter Steven de

Souza (*Die Hard*, *Commando*, *48 Hours*). *Street Fighter* also marks de Souza's directorial debut.

As was expected, de Souza's script has taken a few liberties and expanded upon those themes that drive the game, but Pressman doesn't think this will detract from the effectiveness of the movie. To the contrary, he believes it improves upon the game by offering fully realized characters and situations.

"de Souza has created a back story and a logical reason for these characters to exist," said Pressman. "By the end of the story, the characters, each in their own way, have become very close to the characters the game players have seen."

Laurie Thornton, corporate spokesperson for Capcom, agrees. "We wanted to create a movie that would appeal not only to the game player, but also to the average moviegoer.



There will be enough game aspects included to keep the gamer happy, yet you don't have to know anything about *Street Fighter* or video games to enjoy the film."

With Capcom putting up the money, *Street Fighter* is the first feature film to be wholly financed by a game company.

Street Fighter is scheduled for a Christmas '94 release, with *Double Dragon* and *Mortal Kombat* rounding out the current fighting game-to-movie triumvirate.

If the current wave of fighting game movies is any indication, clearly Hollywood is holding high hopes for striking gold in the Silicon Valley.

derived from video games are due to hit the theaters by next summer, the biggest of these being *Street Fighter: The Battle for Shadowloo*.

Based on Capcom's best-selling title, *Street Fighter* stars Jean-Claude Van Damme as Colonel William F. Guile, commander of Allied Special Forces. When a civil war in Southeast Asia escalates into global conflict, Guile and his men are sent to the rescue.

According to *Street Fighter* producer Edward R. Pressman, it's not unusual for Hollywood to draw stories from such sources.

"Movies have always taken from all aspects of the culture," says Pressman,



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American Laser Games	207, 217	Games Galore	225	Spectrum Holobyte	123
American Sammy	111	Gametek	39, 115	Sports Sciences	155
ASCII Entertainment	244 (OBC)	Gizmo's Gadgets	238	Square Soft, Inc.	13, 15, 30-31
ASG Technologies	27	Hudson Soft USA	77	STD Entertainment	8-9, 91
Atari Corp	22-23, 64-65	Innovation	205	Sunsoft	243 (IBC)
Aura	92-93	Intellimedia Sports	161	Takara	193
Big Entertainment	108-109	Interplay	43, 63, 124-125, 134-135	Tecmo	157, 159
Blockbuster	33	Japan Video Games	236	THQ	215
Brady Games	227	Kemco America, Inc.	117	Time Warner Interactive	44-45, 74-75
BRE Software	235	Koei	101, 103	Tommo Video	239
Bullet Proof	19, 29	Malibu Comics	229	Ubi Soft	128-129
Chips & Bits	241	Microplay Franchising	213	U.S. Gold	61
Crystal Dynamics	58-59, 86-87	Namco	81	Viacom New Media	17
CVA	242	Natsume	35	Vic Tokai, Inc.	83, 85
Dataeast	20-21, 53	Nintendo of America	36-37	Virgin Games	51, 107, 137
Domark	47, 198-199	Nu Reality	57	Virgin Records	153
Dynamix, Inc.	191	Panasonic	78-79	Wavefront	165
Electro Brain Corp.	54-55	Philips Interactive	220-221, 223	Williams Ent.	89
Electronic Arts	163	Playmates	113, 121	Working Designs	71, 73
Enix America Corp.	141, 189	Readysoft	173	World International	234
FCI	105	SNK Corp of America	67, 69	Trading	
				World of Games	240

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Abstract (continued)

Last Minute International News

Sega of Japan

Virtua Fighter

Saturn

Fighting

SEGA SATURN

Unknown Release

Unknown Price

Here's an update! Virtua Fighter is even closer to completion. The Sega Saturn really shows off what it can do. It's just a shade below the arcade version in terms of graphics.



The game is still not finished, but the animation is smooth and very crisp.



Except for the graphics, Virtua Fighter is a great coin-op translation.

Sega of Japan

Daytona Racing

Saturn

Racing

SEGA SATURN

Unknown Release

Unknown Price

Daytona is popular in the arcades, stunning everyone with its graphics. The current status of this game is that it is very close to the arcade, though still early in development. Using every ounce of power the Saturn has to make it near exact. Daytona will probably be one of the most amazing racing games in the home market. Time will only tell whether or not this game will live up to its reputation. Who knows? In time, it may even come out here in the States. Look for more on this as it comes.



You can easily tell the difference between this and the arcade, but it's still great.



Daytona will give Japanese players a chance to relive the arcade experience.



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